

**cu**

# AMIGA

THE MAGAZINE FOR A500, A600, A1200 &amp; CD32 OWNERS

## WHAT A GOAL!

THREE WHOLE DISKS COMPATIBLE WITH ALL AMIGAS: THE UTILITY BONANZA CONTINUES WITH VIDEOTRACKER AND THE SUMMER OF SOCCER STARTS HERE WITH SUPERB DEMOS OF TACTICAL MANAGER AND SIERRA SOCCER!

83

A500, A500+, A600, A1200 COMPATIBLE

AMIGA

### VIDEOTRACKER

Create stunning demos and videos instantly!

Create blinding demos incorporating synchronised sound and visuals with this amazing full program. Use it with Demob2, OptiV, ProTracker, SoundTracker, Brilliance etc. We've even included A32 and non-64A versions to push your Amiga to its limits. Genius support makes it perfect for video work too!

### NO DISK ATTACHED?

ASK YOUR NEWSAGENT

84

A500, A500+, A600, A1200 COMPATIBLE

AMIGA

### TACTICAL MANAGER



From the week's worth of fun in the value of just one disk! That's what happens when you play the new Super Demo of the superb new Tactical Manager. Amazingly realistic, this brand-new disk has been developed specifically for the Amiga by the excellent Studio

PLUS

PLUS MORE SUPERB SAMPLES FOR OCTAMED 4  
IN PART TWO OF THE CU AMIGA SAMPLE LIBRARY!

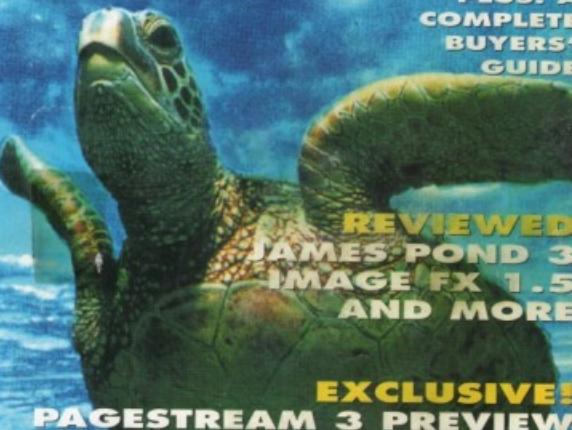
### NO DISK ATTACHED?

ASK YOUR NEWSAGENT

## AMIGA GRAPHICS AND VIDEO SPECIAL

THE TURTLE AND MORE ON PAGE 24

PLUS:  
A  
COMPLETE  
BUYERS  
GUIDE



**REVIEWED**  
JAMES POND 3,  
IMAGE FX 1.5,  
AND MORE

**EXCLUSIVE!**  
**PAGESTREAM 3 PREVIEW**

85

A500, A500+, A600, A1200 COMPATIBLE

AMIGA

They're back! This super demo of Sierra's quirky soccer game features England vs The Republic of Ireland - tell a boy against big Jack's lads. You decide the winner.

### SIERRA SOCCER World Challenge Edition

PLUS YES, YOU'VE GUessed IT! EVEN MORE OCTAMED SAMPLES SINCE YOU LOVED THEM LAST MONTH!

FRONTIER 2  
REVEALED  
SEE NEWS



### NO DISK ATTACHED?

ASK YOUR NEWSAGENT

JUNE £3.95

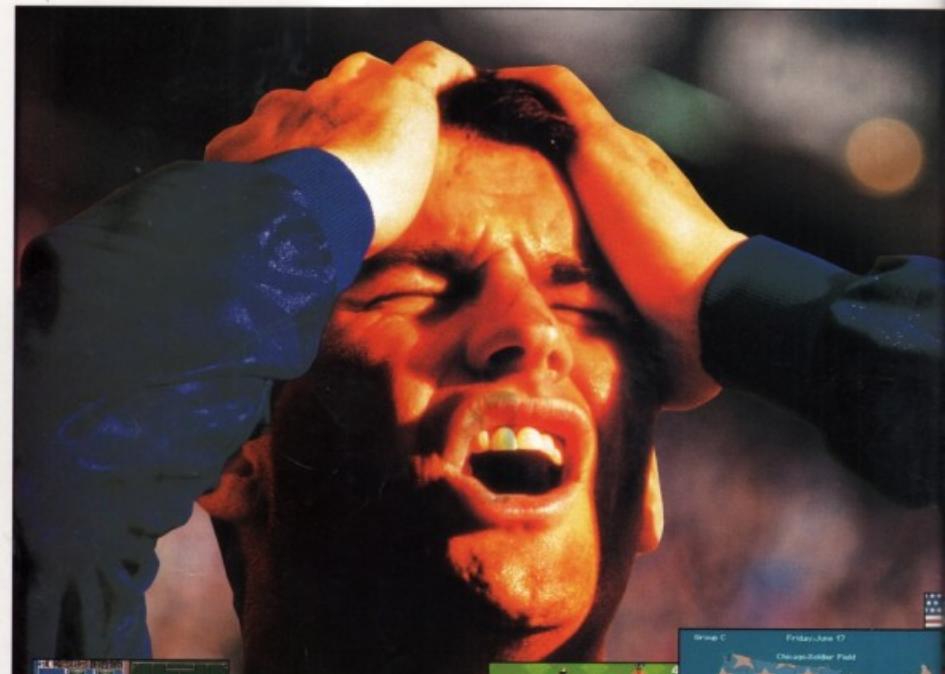
US\$7.95 CA\$9.95 DM28

PTA 995 L13600 ASCH 170

AN EMAP PUBLICATION

BRITAIN'S  
FASTEST GROWING  
AMIGA MAGAZINE

# SO REAL



©1994 WC '94 / ISL. ©1992 WC '94 / ISL. ©1994 U.S. Gold LTD. All rights reserved. Official Licensee U.S. Gold Ltd., Units 203  
Holford Way, Holford, Birmingham B6 7AX. Tel: 021 825 3388. U.S. Gold is a registered trademark of U.S. Gold Ltd. 'SEGA' 'MEGA  
DRIVE' 'MEGADC' 'MASTER SYSTEM' and 'GAME GEAR' are trademarks of SEGA Enterprises Ltd. ©1994 SEDA Enterprises Ltd.  
Nintendo® Super Nintendo Entertainment System™, GAME BOY™, and the Nintendo Product Seals are trademarks of Nintendo.

Screen shots are from various formats and are illustrative of gameplay and not the screen graphics which may vary considerably  
between formats.

**U.S. GOLD**

# IT HURTS

**nothing matches  
the  
anguish...**

...of a missed penalty in a **SHOOT OUT** that could take you to the World Cup final.

That's the reality of World Cup USA '94 from U.S. Gold.

Serious game play and the only one serious enough to carry the **official license**.

You get **more options, more CUSTOMISATION, more frames of animation and more playability** — than any game ever, plus a few unique **SURPRISES** guaranteed to keep your opponents guessing.

What we're talking about is a football game that gives you the

**feel, guts, smart thinking and downright inspired moves** of real World Class Football.

So if you want to play real football, put your brain in gear and get U.S. Gold's World Cup USA '94.

**...this is a game for players.**

**WorldCupUSA94™**

**Official  
Licensed  
Product**



MEGA-CD  
MEGA DRIVE  
MASTER SYSTEM  
GAME GEAR  
SUPER NINTENDO  
GAME BOY  
AMIGA  
IBM PC  
CD-ROM

**WorldCupUSA94**



**It's out on June 3rd and it's the only one worth waiting for**

**WorldCupUSA94™**



© 1994 U.S. Gold



### VIPER 68030

The amazing Viper 030 board is a feature packed accelerator card which out classes the equivalent competition 030 boards at a fraction of the cost.

The Viper will give an amazing 440% overall speed improvement over your Amiga 1200, making it even faster than an Amiga 4000/030! Some operations have speed increases in excess of fifteen times.

Some floating point operations are an incredible sixty seven times quicker, faster than an Amiga 4000/040!

#### Viper Features

- Full 320 with MMU running at 28MHz
- FPU running up to 50MHz
- Industry standard 72 pin SIMMS
- RAM, upgradeable to 128MB using 1, 2, 4, 8, 16, 32, 64 or 128MB SIMMS
- On-board battery backed clock
- Optional SCSI-II adapter
- Full kickstart remapping (FASTROM option)
- 68882 maths co-processor (28MHz)
- Faster than an Amiga 4000/030
- Supports instruction + data burst modes 50% cheaper than the competition

Viper Standard (no FPU).....	<b>£159</b>
Viper 2MB (no FPU).....	<b>£239</b>
Viper 4MB (no FPU).....	<b>£309</b>
Viper 8MB (no FPU).....	<b>£479</b>
20MHz FPU.....	<b>£25</b>
33MHz FPU.....	<b>£60</b>
40MHz FPU.....	<b>£80</b>

### P C 1202 - 8

PC 1202-8 is an A1200 accelerator memory board.

PC1202-8 Bare.....	<b>£79.95</b>
PC1202-8 68882 20MHz.....	<b>£99.95</b>
PC1202-8 2MB (no FPU).....	<b>£159.95</b>
PC1202-8 4MB (no FPU).....	<b>£239.95</b>

### PRO-SOFTWARE

Please enquire for software prices.



### MEGACHIP RAM

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 1MB of RAM and drawing extra memory from any other RAM you have installed in your Amiga. No soldering is required.

MegaChip RAM ..... **£159**

### MEMORY EXPANSION

We manufacture a vast range of memory cards for the Amiga 500, 500+, 600, 1200, 1500, 2000, 3000 and 4000. Please telephone us for prices and availability.



### IMPLANT MAC EMULATOR

This Macintosh emulation board boasts to many features to list all of them, for further details please contact Power. Some of the features include full colour support, stereo sound, hard disk support, Mac 800K and Mac/IBM 1.44MB support, Appletalk, SCSI devices, printers, scanners and CD-ROM etc.

Basic.....	<b>£299.95</b>
Basic + Appletalk.....	<b>£349.95</b>
Basic + SCSI Interface.....	<b>£349.95</b>
Basic + Appletalk/SCSI Interface.....	<b>£399.95</b>

### SCSI - 2

SCSI-2 adaptor ..... **£79**

### D K B 3 1 2 8

Up to 128MB of RAM on your Amiga 3000/4000 using 4,8,16 and 32MB Simm modules. This is a true Zorro III 32-bit memory board.

DKB 3128 96MB RAM ..... **£279**

### OCTOGEN SCSI - 2

SCSI-2 board for the Amiga 2000 including memory expansion capabilities of up to 8MB.

Octogen SCSI-2 ..... **£129**



### D K B 4 0 9 1

The DKB 4091 (licensed by Commodore) SCSI Host Adaptor is a high performance board that connects up to seven SCSI devices to your Amiga. The DKB 4091 features: Full Zorro III implementation, fast SCSI-2 implementation, SCSI internal connector and ribbon cable, high density SCSI-2 external connector, direct memory access (DMA) and hardware to install a 3.5" hard drive on the board.

DKB 4091 ..... **£299**



### POWERSCAN 4

Produce 256 greyscale images (on a AGA machine), scan in 64 greyscales (non AGA Amiga can only display 16), add colour to greyscale images, special effects, new support for 14-bit scanner, add text to scans, available with mono or colour scanner. A1200/600 version available soon.

PowerScan 4 (Mono) ..... **£115**

PowerScan 4 (Colour) ..... **£235**

PowerScan 4 inc. OCR ..... **£135**

PowerScan 4 upgrade interface ..... **£50**

PowerScan 4 upgrade software ..... **£20**

PowerScan Full version ..... **£45**



### EPSON SCANNERS

The GT-6500 and GT-8000 24-bit colour flatbed scanners from Epson scan up to A4 in size with output resolutions of up to 1200DPI on the GT-6500 and 1600DPI on the GT-8000 in 16, million colours, greyscale or line art. The scanners include either PowerScan or Image FX scanning software.

Epson GT-6500 PowerScan ..... **£595**

Epson GT-6500 Image FX ..... **£685**

Epson GT-8000 PowerScan ..... **£845**

Epson GT-8000 Image FX ..... **£925**

Document Feeder ..... **£395**

### DISK EXPANDER

- Can add 50% to your hard drive capacity at a stroke
- Fast compression and decompression
- Flexible and expandable as new compression libraries are developed
- Works with all drives, including SCSI, IDE, Floppies, and even the RAM disk
- Reliable in tests - no data corruption
- Once installed the program is transparent to the user
- Works on any Amiga and any KickStart

Disk Expander ..... **£30**

### AUTO ROM SHARE

ROM Share .....	<b>£19.95</b>
ROM Share including v2.04 .....	<b>£24.95</b>
ROM Share including v1.3 .....	<b>£35</b>
ROM Share A600 .....	<b>£25</b>
ROM Share A600 v1.3 .....	<b>£35</b>

# POWER COMPUTING LTD

44a/b Stanley Street Bedford MK41 7RW  
Tel 0234 273000 Fax 0234 352207



## CALCOM V.32 BIS

- External Fax & Data modem
  - Supports up to 57,600 bps
  - Full Hayes AT command set supported
  - Supports class 1, 2 and 3 fax commands
  - Call back security
  - Optional power on auto-dial
  - Supports error correction + detection
  - Lane line support
  - Supplied with Amiga and PC software for Windows
  - All cables & Power supply included
- Calcom v.32 bis ..... £169  
Calcom v.32 bis inc. TrapFax ..... £199



## XL DRIVE

The XL Drive can be used with any Amiga Computer, and allows you to store a massive 1.76MB on a high density floppy diskette. The drive can also act as a standard 800K drive and can read and write disks written on an A6000 internal high density drive. XL Drive requires Kickstart 2 or above.

XL Drive external.....	<b>£89.95</b>
XL Drive Internal (all Amiga*).....	<b>£79.95</b>
XL Drive Internal A6000.....	<b>£89.95</b>

## POWER DRIVE

The new Power Drive is the most impressive disk drive of its kind on the market. The drive includes a strong aluminium casing, an anti-click device, virus blocker, Cyclone compatible chip and the latest built-in backup hardware which allows X-Copy to copy and verify.

Power Drive .....	<b>£60</b>
Cyclone & Blitz Software .....	<b>£15</b>
Power Drive 1.76MB Upgrade.....	<b>£49.95</b>



## FARGO PRIMERA

Features	Power	Amiga
Anti-click	●	●
Anti-virus	●	●
Aluminium extrusion	●	
Sony mechanism	●	●
Isolation switch	●	●
Thru'port	●	●
Upgradable to 1.76MB	●	
Cyclone compatible chip	●	
Built-in backup hardware	●	
Amiga Formar Gold	●	

**Beware -** Flickering LEDs on your disk drive indicate that the drive has not been modified by Seery for 100% Amiga compatibility.



## NEW MIDI INTERFACE

Midi Interface (new Midi chip). £19.95



## INTERNAL DRIVE

We use the same drive mechanisms as Commodore so that you get the kind of reassurance at a cheaper price than other internal drives on the market.

PC881 A500 Internal drive.....	<b>£40</b>
PC882 A2000 Internal drive.....	<b>£40</b>

## SCSI/IDE DRIVES

We can supply SCSI or IDE 3.5"/2.5" hard drives in many different sizes. Including cables and installation software:

80MB IDE 2.5" Internal .....	<b>£160</b>
130MB IDE 2.5" Internal .....	<b>£229</b>
170MB IDE 2.5" Internal .....	<b>£270</b>
260MB IDE 2.5" Internal .....	<b>£359</b>
520MB SCSI/IDE.....	<b>£169</b>
80MB SCSI/IDE.....	<b>£179</b>
160MB SCSI/IDE.....	<b>£249</b>
200MB SCSI/IDE.....	<b>£349</b>

## PC880B DRIVE

This drive is a high quality external floppy drive at a fraction of the price. As with all of our drives the PC880B has a thru'port, disabling switch, anti-click and a 12 month guarantee.

PC880B Economy Drive..... £49.95

## Order Form

Name .....	.....
Address .....	.....
Telephone No. ....	.....
System Owned .....	.....
Description .....	.....
Postcode .....	.....
I enclose a cheque/PO for £.....	.....
Credit Card No. ....	.....
Expiry Date .....	.....
Signature .....	.....

Delivery next day £5.00 - 2-3 days £2.50 Saturday £10.00 deliveries are subject to stock availability.

Please make cheques payable to Power Computing Ltd



Products shown with this distinctive emblem have been tested and approved by Commodore ensuring the quality and complete compatibility with Commodore computers.

Power Drive  
XL Drive Internal/External  
Power Scanner 4  
PC880E  
Viper 68030 Turbo

## SYQUEST DRIVES

3.5" IDE Internal .....	<b>£499</b>
3.5" IDE External .....	<b>£579</b>
3.5" 105MB Cartridge .....	<b>£79</b>
3.5" SCSI version available EPOA	

## POWER OPTICAL

128MB Optical Internal .....	<b>£699</b>
128MB Optical External .....	<b>£779</b>
128MB Optical Disk .....	<b>£35</b>
SCSI Controller A2000 .....	<b>£129</b>

## DUAL DRIVE

Our Dual Drive is packed with the many features of the PC880B whilst having two drives using only one port.

Dual Drive .....

**£125**

## X-BACKUP PRO

X-Backup Pro (hardware designed by us) **£29.95**

## OFF THE CUFF

## EDITORIAL



Okay, so some of you may have heard recent rumours of Commodore's imminent demise. Well, don't worry. The current position is fully explained on page 17, and

David Pleasance gives his own version of events in *Commodore Writes* on page 23. Let me give you a weird case scenario though: Commodore **do** go bust. Their warehouses all over the world are sucked into another dimension and prospective purchasers of their technology (some of the largest corporations in the world) suddenly have a cash flow crisis and can't afford to rescue them. In the short term, life shizt would be Chesshire Football club, I'm thinking. The Amiga is a world computer. Upwards of three million have been sold in the last eight years and the peripherals, support and software industry that has been built around it is worth millions of pounds every year – this is not all going to fizzle out overnight. You'll still be able to buy advanced software, you'll still get the best games, you'll still be able to have your Amiga repaired and you'll still have CU AMIGA. Don't panic, your investment is safe for the moment.

Alan Dykes  
Editor

## AD INDEX

AMIGA	116	181-184 187c
AMIGA GAMES	123	181-184 187c
CDU AMIGA CLASSICS	188-191	201-202 218c
CYBERNETIC	91	202-203 218c
DATA SUPPLIES	100	202-203 218c
DAZI MARKETING	37, 75	203-204 218c
DELTAWARE	100-102	204-205 218c
EMI COMPUTER HARDWARE	100	204-205 218c
ECU	43	205-206 218c
ENTERTAINMENT INTERNATIONAL	18	206-207 218c
EMERALD CREATIONS	100	206-207 218c
EPIC MARKETING	22, 44-45	217-218 218c
EXPRESS 12	100	217-218 218c
EXPRESS PS	100	218-219 218c
FIRST COMPUTER CENTRE	128-129	219-220 218c
FOOT STAR PS	100	220-221 218c
GOLDEN AGE	74	221-222 218c
GOLDEN IMAGE	100	221-222 218c
GOING FOR GOLD	100	222-223 218c
GROUND ZERO	100	223-224 218c
HE SOFT RIVA	125	225-226 218c
HORN	68	226-227 218c
HOME COMPUTER SUPPLIES	29	
IMAGINER	56	
KONTAK COMPUTERS	56	202-203 218c
LAKRORINE COMPUTING	116	202-203 218c
LIVE 54	77	
MICROPIKE	21	204-205 218c
MICROTECHNOLOGY	100	204-205 218c
MICROTYPE	113	205-206 218c
NERVIS PRO	91	201-202 218c
NEUTRON	100	201-202 218c
OMI ASSOCIATES	50	202-203 218c
PD SOFT	100	202-203 218c
PACIFIC COMPUTER	100	202-203 218c
PHOENIX COMPUTERS	70-71	203-204 218c
POWER COMPUTING	4-5, 58	203-204 218c
PROLOGUE MAIL ORDER	14	203-204 218c
PSYCHOSCOPE	100	201-202 218c
RASPIPORT SOFTWARE	100	201-202 218c
RECORDED	100	201-202 218c
ROMBO	95	200-201 218c
17 BIT SOFTWARE	120	200-201 218c
ROTATION SOFTWARE	94	200-201 218c
SELECTACTION	110	200-201 218c
SUPERCOMPUTER	33	202-203 218c
SYNTHESYS	125, 158, 163	203-204 218c
TELESOFT SYSTEMS	100	203-204 218c
SOFTWARE PRODUCTS	43	200-201 218c
SOFTLINE	100	200-201 218c
SNAP COMPUTERS	72	200-201 218c
SOFTLINE DESKTOP	115	200-201 218c
SPC MEDIA	96	200-201 218c
TRILOGIC	96	202-203 218c
UNISON	100	202-203 218c
VIRUS FREE PS	102	202-203 218c
WMC PD	141	202-203 218c
WTS ELECTRONICS	100-101, 110	202-203 218c

@AMIGA  
CONTENTS

## 24 ACID VS PROFESSIONAL VIDEO

All over the world the Amiga's abilities are being used for much more than just gaming and word processing. Its advanced graphics and video capabilities are utilised by TV production companies, movie makers, museum interactive displays and even the London Underground (though not on the Northern Line we hear, it's so slow it's still using ZX81s). Andy Leaning scoured the USA for cartoons and movies, hung around underground stations taking down train numbers, and watched days of television and video to bring you the latest on the best professional Amiga users around. And Tony Horgan? He just partied around the country. From Land's End to John O' Groats, CU AMIGA's very own VJ has pumped his jam and strutted his funky stuff to find out who's who in the underground video production scene. Plus: A buyer's guide to practically every graphics, art, and video package and peripheral you'll need.

## GET SERIOUS

## PRODUCTIVITY REVIEWS PRODUCTIVITY REVIEW PRODUCTIVITY REVIEW

We've got the lot this month when it comes to serious software and hardware reviews. There's an exclusive behind-the-scenes look at the new Pagestream update, reviews of Power Computing's new low-cost hand scanner and the clever GP Fax system, along with tests on the new Microvitec monitor, Hanna Barbera Animation Studio and stacks more!

## 98 POWERSCAN PROFESSIONAL

We take a 400 DPI-look at Power Computing's latest offering.

## 99 DISTANT SUNS 5.0

A planetarium in your Amiga – that's what's on the menu in *Distant Suns* 5.0.

## 99 DIR WORKS 2

It works, and it's far from dire! *Dir Works 2* could be the answer to your SHELL nightmares.

## 99 AMIGA ASSEMBLER INSIDER GUIDE

Read up on what's what with everyone's favourite programming language assembler.

## 100 PAGESTREAM 3

The powerful DTP system is nearing release version 3.0. We take a sneak peek.

## 104 IMAGE FX 1.5

Now that *Art Department Professional* has upped the image processing stakes, can *Image FX* keep up?

## 108 HANNA BARBERA ANIMATION STUDIO

Cartoon animation made easy.

## 111 FMV CD32 COMPETITION

We've got three FMV-equipped CD32s up for grabs!

## 112 GP FAX

Turn your Amiga into a fax machine.

## 115 A1200 RAM BOARD COMPARISON

The AmiTek Hawk and Blizzard 1220/02 boards go head-to-head.

## 118 MICROVITEC 1438 MONITOR

Fuzzy images? Blurred vision? Too many bits wobbling around? You're getting old – either that or you need a new monitor.

## 119 SHARP DV-3750H TV

Use a TV instead of a monitor and watch *Home and Away* too!

## 122 PROGRAMMING GUIDE

CU AMIGA's guide to programming tools, and all you need to get started.



Could Empire's Hanna Barbera Animation studio be the missing link between traditional cartoon production and computer animation?



Image FX is under pressure from the new AdPro update – can it hold its own?



PageStream 3.0: The face of modern desk top publishing?

Last month, we reviewed the first mobile video card, the CD32 with its Full Motion Video card. This month, our review is more. Not only that, many record-companies are putting their CD1000 titles onto CD32 too. The first 5.25" carts available have not sold out, but we're not afraid of three CD32s too. See page 11.

# SCREEN SCENE

## GAME REVIEWS GAME REVIEWS GAME REVIEWS GAME REVIEWS

If we told you we had the greatest review section in the world, we wouldn't be lying. Where else can you thumb through the pages and find everything you could want to read about, from the brilliant James Pond 3 to the not so brilliant Mr. Nuts from Ocean. We even review *Monopoly*!

### 52 FIRST IMPRESSIONS

Another chance to take an early look at some of the hot new games coming your way, including *Eldmania* and *Ruff 'n' Tumble*.

### 54 SIMON THE SORCERER 2

Can a month go by without us mentioning it? I don't think so. Join us as we take an exclusive look at Adventuresoft's sequel.

### 56 ISHAR 3

Silmariis are about to release their latest in a never ending line of enormous RPGs. Steve Keen gets in the mood.

### 59 VALHALLA

You may not have heard much about it, but Valhalla could be the success story of the year. We take an early look.

### 61 WORLD CUP USA '94

US Gold have got the official licence, and they're very pleased about it. Join us on our American tour.

### 64 JAMES POND 3

That lovable fish finally reappears on the Amiga, and CU AMIGA were waiting with their fishing rod to see what they could catch.

### 69 TACTICAL MANAGER

Yet another football management game? Ah, but this is a bloomin' good one. Check the coverdisk if you don't believe us.

### 73 SYNERGY

Puzzle games are a bit of a rarity on the Amiga at the moment. Imagine our surprise when two turned up at once!

### 75 MR. NUTS

Ocean Software have developed a console-like platform game with a cute and cuddly character. But is it any good?

### 78 ARCADE POOL

Chalk your pool cue and get ready to play with *Arcade Pool*.

### 81 MONOPOLY

Invite some friends round, crack open the wine and start buying property. Or you could get Supervision's *Monopoly*.

### 82 SIERRA SOCCER

Even more football craziness, and yet another good one. Again, if you don't believe us, check the coverdisk.

### 84 BENEATH A STEEL SKY SOLUTION

Part one of our two-part game solution will show you everything from how to blow up lifts to stealing drinks in clubs.

## REGULARS...

### 18 NEWS

More exclusives! *Frontier 2 - The First Encounter* announced! CD32 price drop! Plus an in-depth look at the Spring 1994 ECTS.

### 39 CD32 ZONE

CD32 titles galore this month, with games such as *Gunship 2000* and *The Chaos Engine* making the move to CD.

### 130 PD SCENE

What's the noise? That's not noise, that's Tony Horgan's PD scene.

### 134 PD UTILITIES

Thrills and spills aplenty in this month's three-page extravaganza.

### 142 ART GALLERY

Lisa's had a bad day, so make sure your pictures are good.

# DISKS

Another three disk! Can you believe how good we are to you? This month we give you complete, playable demos of Sierra Soccer and Tactical Manager plus a level of the superb puzzler, *Starfix*.

*Video Tracker* is always there to keep, and it's all fully functional! Make your own music and graphics demos and videos with just any programming knowledge!

**DISK 83 PAGE 8**



Pond is back, and he's brought a friend. Sorry, I can't think of any good fish jokes.



Simon The Sorcerer is back.



Robot building in *Beneath a Steel Sky*.



Mr Nuts. Not our favourite game.

### NEXT ISSUE ON SALE 19 MAY

**EDITOR:** Alan 'Tres' Dwyer **DEPUTY EDITOR** Lisa 'Ore' O'Neill **ART DIRECTOR:** Games For You **Tony 'Lonly' Child** **DESIGN & TECHNICAL EDITOR:** Andy 'The Madman' Smith **ASSISTANT DESIGNER:** Tony Bass sample

**HONES - ART EDITOR:** Joanne Brye, **Wireless ADVERTISING:** **ADDITIONAL DESIGN:** Wendy Carson Martin **TECHNICAL CONSULTANT:** John Kennedy **MARKETING:** **PROGRAMMING:** **DATA PROCESSING:** **Andy Mitchell, Vampires, Steve Keen, Matt Brueghen** **DISK COMPILER:** Kevyn Grant **ADVERTISING MANAGER:**

Sean College **SENIOR SALES EXECUTIVES:** Chris Perera & Karen Roche **AD PRODUCTION:** Tina Glyn & Robin Ryan **GROUP ADVERTISING MANAGER:** Nigel Taylor **MARKETING SUPPORT:** Karen Williams & Fiona McEachan **PROMOTION:** **PRINT:** Keween Williams & Fiona McEachan

**PLUS:** Alan 'Tres' Dwyer **DEPUTY EDITOR** Lisa 'Ore' O'Neill **ART DIRECTOR:** Games For You **Tony 'Lonly' Child** **DESIGN & TECHNICAL EDITOR:** Andy 'The Madman' Smith **ASSISTANT DESIGNER:** Tony Bass sample

**HONES - ART EDITOR:** Joanne Brye, **Wireless ADVERTISING:** **ADDITIONAL DESIGN:** Wendy Carson Martin **TECHNICAL CONSULTANT:** John Kennedy **MARKETING:** **PROGRAMMING:** **DATA PROCESSING:** **Andy Mitchell, Vampires, Steve Keen, Matt Brueghen** **DISK COMPILER:** Kevyn Grant **ADVERTISING MANAGER:**

Sean College **SENIOR SALES EXECUTIVES:** Chris Perera & Karen Roche **AD PRODUCTION:** Tina Glyn & Robin Ryan **GROUP ADVERTISING MANAGER:** Nigel Taylor **MARKETING SUPPORT:** Karen Williams & Fiona McEachan **PROMOTION:** **PRINT:** Keween Williams & Fiona McEachan

**PLUS:** Alan 'Tres' Dwyer **DEPUTY EDITOR** Lisa 'Ore' O'Neill **ART DIRECTOR:** Games For You **Tony 'Lonly' Child** **DESIGN & TECHNICAL EDITOR:** Andy 'The Madman' Smith **ASSISTANT DESIGNER:** Tony Bass sample

**HONES - ART EDITOR:** Joanne Brye, **Wireless ADVERTISING:** **ADDITIONAL DESIGN:** Wendy Carson Martin **TECHNICAL CONSULTANT:** John Kennedy **MARKETING:** **PROGRAMMING:** **DATA PROCESSING:** **Andy Mitchell, Vampires, Steve Keen, Matt Brueghen** **DISK COMPILER:** Kevyn Grant **ADVERTISING MANAGER:**

Sean College **SENIOR SALES EXECUTIVES:** Chris Perera & Karen Roche **AD PRODUCTION:** Tina Glyn & Robin Ryan **GROUP ADVERTISING MANAGER:** Nigel Taylor **MARKETING SUPPORT:** Karen Williams & Fiona McEachan **PROMOTION:** **PRINT:** Keween Williams & Fiona McEachan

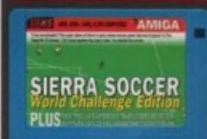
**DISK 84 PAGE 12**



Fancy trying out one of the latest and greatest soccer management games? Here's a full working demo of *Tactical Manager*.

**PLUS:** *Starfix* - a complete level!

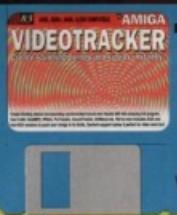
**DISK 85 PAGE 13**



Sierra are trying their hands at a *Sensible* beater, and they might have cracked it. Try a match for yourself. **PLUS:** Leads more of Tony Horgan's sample collection plus an exclusive look at the number one song for Christmas (well, not quite).

PRINTED IN THE UNITED KINGDOM

112,780  
Any December 1993



# COVERDISK 83

You've always wanted to make blinding music and graphics demos. Now you can with **Video Tracker!** Perfectly synchronised demos and videos are just a few mouse-clicks away with this fully operational demo-making package, and video users can go one better with the genlock option. Sorted!

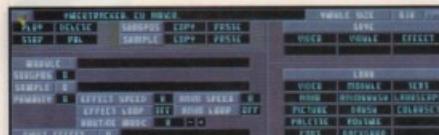
# VIDEO TRACKER

We've got three versions of Video Tracker on coverdisk 83 this month. The first is written to work specifically on 1.3 Amigas, the second is enhanced for Kickstart versions 2.04 and higher, and the third caters for A1200 and A4000 owners with improved AGA features. See page 15 for instructions on loading the right version for your Amiga.

**LOADING THE DEMO**  
There's a demo included on the disk to give you some idea of what Video Tracker can do. Select LOAD VIDEO, and you'll be shown a file requester with two demos. If you've got a 1Mb Amiga, select House (512K). If you have any more RAM, you can load the other demo (House) which is a little larger than the first. Once it has loaded, select PLAY to view it. Clicking the left mouse button brings you back to the control panel.

## WHAT IS VIDEO TRACKER?

Good question. Video Tracker lets you create your own top-notch demos and videos without any programming knowledge whatsoever! The basic theory is that you load in an OctaMED or Protracker!



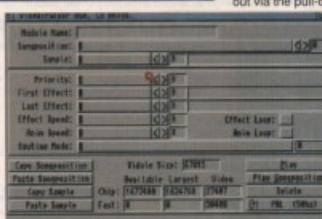
Soundtracker music module, and then build your audio-visual extravaganza around the soundtrack, assigning various effects, pictures and animations to the samples in the song, resulting in a perfectly synchronised flow of sound and vision. For the more adventurous video user, there's a genlock option too, so you can mix your sound and Amiga graphics with any other video source. Pretty smart, we think you'll agree.

## GENERAL OPERATION

Although they look very different, the three versions of Video Tracker all work in the same way. The main differences are the layouts of the control panels. These instructions will apply to all three versions, but before we get onto them, you'll first have to get the hang of working your particular version. Look at the two pictures above. The one on top is the main control panel of the 1.3 version, and the second is the control panel of the 2.04 and AGA versions.

### 1.3 USERS

The 1.3 version uses a customised interface with no pull-down menus. Everything is controlled from the main panel with just the mouse. To change the values in any of the boxes, move the pointer over the number, sample name or whatever, and click the right and left mouse buttons to increase and decrease the value, or scroll



through samples and effects. Clicking on the boxes with the white lettering has no effect.

To load a file into Video Tracker, use one of the buttons in the panel at the bottom right of the screen. If you want to load in a picture for example, click on the PICTURE button. Likewise, when you want to save a file, use the buttons beneath the SAVE box. Routine Mode can be altered just like the other parameters, but it also has + and - buttons that add or subtract in steps of 1024. This is because a routine can have up to 65,000 variations, and you probably don't fancy the idea of clicking the mouse button 65,000 times do you?

To remove the control panel and reveal the whole screen, click the small box in the top-right corner of the panel. Click the left button again to bring it back. The box in the top left corner quits the program. Be very careful not to click on the accidentally, as there's no "Are You Sure?" requester – it just quits straight out, wiping your current video from memory.

NB: Save your video regularly to

minimise the risk of losing your work this way. (It can be most annoying.)

## 2.04 AND A1200 USERS

You lucky dog get a much nicer front end than the 1.3 version. All the parameters are altered with slider bars and increment/decrement buttons. All loading and saving is carried out via the pull-down menus. If the other options are selected from buttons on the main screen.

## HOW IT WORKS

The core of any demo made with Video Tracker is the sound track. This can be a standard Protracker module or an

OctaMED module. Your module is made up of a series of 'song positions'. Each time you add a block to the song in Protracker or OctaMED, you create another of these song positions. For example, song position 0 would be the first block in the song and song position 1 would be the following block in the song, even if you had repeated the same block twice at the start of the song.

For each song position, you can allocate a single visual effect or a string of effects for each sample. Some position 0 might have a bass drum and a high hat playing. You could allocate a short animation, a picture or an effect to the bass drum, and allocate something else to the high hat. When the bass drum played, your chosen effect would be shown on screen, and the graphics for the high hat would be shown when the high hat sample played. If both sounds played at once, and you wanted the bass drum graphics to over-ride the high hat graphics, you would give the bass drum sample a higher priority than that of the high hat. The graphics that are assigned to a sample will be displayed until the



sample stops playing. Look at the demo that's on the disk. Move to song position 0, and select sample number 29. This is an 'empty' sample, which was included in the original module as a cue-point. The Priority value is set to 1, which is the lowest priority. A sample with a Priority setting of 0 will have no visual effect.

The First Effect is set to effect number 0, which is Smile.brush (the smiley face graphic in the form of an IFF brush). Last Effect is set to effect number 1, ColourGrid.rot. This is one of Video Tracker's 'routines', which is indicated by the .rot extension on the filename. Routines are clever effects like plasma, starfields, picture warps and so on. In this case, the two effects are shown simultaneously, because they both use compatible screen modes. The Effect Speed setting of 1 tells the program to display them both, if possible. No other effects are set for song position 1. To check, move through all the samples in the soundtrack, and make sure that the Priority value is set to 0 for all the other samples. The settings for sample number 29 can be completely different in each block, and are not automatically carried forward into the following blocks. In other words, if you move to another song position, sample number 29 will not necessarily be set up to show the face picture and the colour background.

Move to song position 1 and go through the list of samples, keeping an eye on the Priority value to see which samples are used to trigger effects in the second block. Sample 29 now displays a screen of concentric circles, and then uses the PictureMove.rot routine to move it around. It's now joined by another sample called 'beep' which goes through a sequence of displaying four different screens of concentric circles. First Effect for 'beep' is set to Effect number 42, while the Last Effect is number 45. Each time the beep plays, it moves one step through its sequence from effect 42 to 45. Try changing the first and last effect settings for the beep sample, then play the video to see the results.

Mess around until you've got a basic idea of how the thing works, then you can get on with making your own demos and videos.

## DO IT YOURSELF

To make your own demo, you'll need either OctaMED, Protracker, or a similar tracker that saves out standard modules. Video Tracker has a special player routine for OctaMED modules, so you don't need to emulate Soundtracker modules. Load your music program and write a module, preferably using small samples rather than lots of long loops. This will give you more opportunity to cue-up graphics in time with the music. Save your module out to disk. If you don't have

much RAM, keep it short, as you'll need to leave room for the graphics.

The other half of the demo will be your graphics. Use Deluxe Paint or a similar art package to create a few pictures and animations.

Use low resolution and fewer colours if you need to conserve RAM. Save these to disk and then them

the SONG POSITION counter to zero, and the PRIORITY value to 1. Change the First Effect setting to zero, which should also show the name of the first picture you loaded.

Change the Last Effect setting to 1, which should show the name of the second picture you loaded. Set EFFECT LOOP TO ON (a tick mark on the AGA/1200 versions). Select PLAY and you should see your two pictures jumping back and forth from one to the other each time the sample plays.

## ADDING MORE EFFECTS

So long as the sound you've just selected doesn't play continuously throughout the first block, you should now be able to assign another effect to a different sample, which should jump in between the first effect you set up. Keeping the SONG POSITION counter on zero, move to another sample that's played in the first block, and then change the First Effect setting to 2.

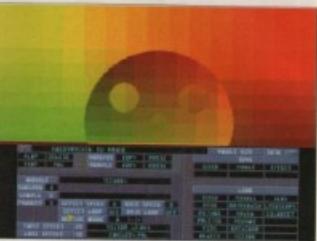
Load an effect from the Video Tracker disk, or from your extra Effects disk that you decompressed earlier (see Loading instructions p 15, for details on how to make up your extra Effects disk). Change the PRIORITY setting to 2. This tells Video Tracker to give this sample's graphics and effects priority over the first sample.

## DATA AND ROUTINES

Some routines or effects need data files in order to work. For example, the Vector L2.rot routine is for displaying spinning vector objects, but in order for it to work, you first need to load in a vector object file.

Routines such as this will take their object file from the effect slot immediately preceding them. So, if you wanted to have a spinning vector on screen, you would load a vector object file into effect slot number 10, for example, and then load in the Vector L2.rot routine into slot 11. If you happen to have the Videoscape 3D program that we gave away on the November 1992 issue of CU AMIGA now out of print and no longer available from the back issues department, you can design your own vector objects with the ROT program that was included on the disk.

Settings for samples and routines must be made for each song position. When you move to song position 1 or 2, you'll find that none of the samples are assigned to any effects. This is to give you greater freedom to keep the visuals changing from start to finish, but it also means



that if you want to repeat the patterns in a following song position, you'll need to use the copy and paste functions to duplicate them from the previous positions.

## LOADING AND SAVING

There are two ways of saving out your videos. Selecting SAVE VIDEO will save out just the data for your video. In other words, it saves out the sequences that you set for all your samples and animations, but doesn't save the sounds and graphics themselves. This has the advantage of saving disk space and loading time. When it comes to loading the video back in, you'll be asked to insert any disks containing the relevant files.

SAVE VIDULE will give you an executable file, which includes all the sound and graphics data. You can then run this from a CLI or SHELL window, or make an auto-booting disk and run it from a startup-sequence script.

Before you can use the SAVE VIDULE option, you first need to save out your video with the SAVE VIDEO option. Now select SAVE VIDULE, and you'll be asked for a video to load. Insert the disk with your just-saved video, and select it from the directory listing. Your video will now be re-loaded, and you'll then be asked to select a vidule to save. Put that disk back into the internal floppy drive, and click on DFO: from the devices list. Enter a filename for your vidule (don't use any spaces or punctuation marks) and press RETURN. Your video will be saved out as an executable file. For info on how to make up an auto-booting disk with a startup-sequence, consult the Amiga manual that came with your computer.

## FURTHER HELP

The documentation included on the disk is very good. If there's anything that you're still unclear about, load up Workbench if you have a 1.3 Amiga, and double click the document icon. Apart from general instructions, this also gives very detailed descriptions of each of the effects and their many variations. This version of Video Tracker does not entitle the user to the support disks that come with registration of the disabled public domain demo version.



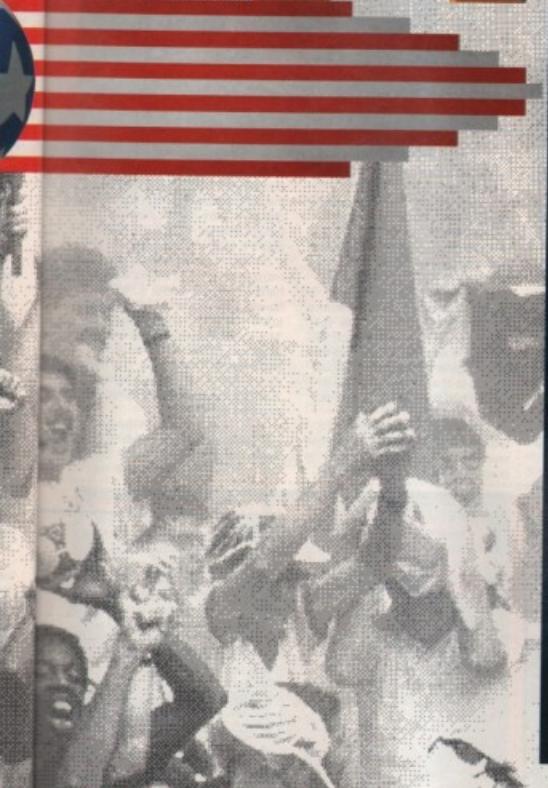
# empire soccer



**empire**  
SOCCER  
**STANDS OUT FRONT**

EMPIRE SOFTWARE, THE SPINES, 677 HIGH RD

# SOCER 94



# FORM THE CROWD!

## THE SUPREME FOOTBALL CHALLENGE

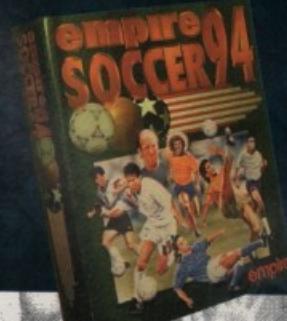
Empire have teamed up with leading developer Graftgold, the masters of arcade excitement to create a total NEW soccer sensation!

### MATCH THIS!

- Speed burst
- Power Drive - Snap shot
- Banana shot
- Super dribble - Super barge
  
- Overhead kicks
- Sliding tackles
- Back heels
- Headers - Diving headers
- Passing
- One/two passing
- Keeper drop kicks
- Trap the ball
  
- Free kicks
- Throw-ins
- Special long throw
- Corners
- Sendings off
- Penalties
- Bookings
- Substitutions

Action replays with special video control mode  
Fully variable skill levels  
Novice modes - Professional modes  
Atmospheric crowd effects  
Superb graphics  
Leagues  
Training - Exhibition  
World cup Tournament and  
customised tournaments  
8 player competition - 32 teams  
Results + full game statistics

**IF YOU ONLY EVER BUY  
ONE SOCCER GAME,  
BUY THE BEST!**





# COVERDISK 84

After Arsenal's superb win the other week, we've gone football mad in the office. This month, the super football management game *Tactical Manager* graces Coverdisk 84.

## TACTICAL MANAGER

**W**hat would you say if we said we were going to give you a complete, playable demo of one of the best football management games around? How would you feel if we told you there were absolutely no options disabled whatsoever. The only catch is that after 9 Premier Division Saturdays or 11 Division One Saturdays, the demo ended, regardless of any number of friendlies or international challenges. We know that you'd be over the moon. That's why we've done it...

Of course, when you've got a game of this size, you can't really give full and complete instructions, after all, the manual is around 80 pages long! So what we'll do is take you through a brief tutorial that should outline the main points of the

game, and then you're on your own. Don't worry though, if you've played a football management sim before, you'll feel right at home with this one.

### FOOTBALL CRAYZ

Look at page 15 for full instructions on how to load the game. Once the game has loaded, you'll be shown the main screen, with the 'Talking Birds' logo in the middle, a menu bar along the top and news scrolling up from the bottom of the screen. Watch the news for a bit and you'll see just how much information there is in the game. To see more, click on the 'Options' menu and select 'Brief News', which will switch to 'All The News'. Now you can sit back and watch the progress of your favourite clubs.

The currently selected division appears. Single click on one, and you'll return to the main screen with that club's badge shown on it. To change divisions, click on the large square on the left of the screen that is showing the current division.

So you want to check out a team? Single click on the badge you've brought the main screen, and a small window dialog will appear. Click through the options on it to see what they do, and then choose the 'Select' option. A squad list will appear, and as you move the mouse pointer down the list of players, see how the large list of statistics on the right of the screen change. With that knowledge of the game, you should be able to check out your favourite players and see just how authentic the information is.

Still, enough messing around. Once you've had a look through the menus and seen what everything does (to get back to the main menu

at any point other than when matches are being played, click with the right mouse button), it's time to choose a team. Unfortunately, though, you can't just waltz in and play the team of your choice.

In the full game you have to earn management points before you can handle really big teams, so you'll have to go in at the bottom end. Go to the 'Action' menu and select 'Managers'. A list of the current managers will appear, with Fred at the top of the list. Select Fred, and three menu options will appear. Choose 'Edit' and enter your own name, and then choose 'Join'.

A list of all the clubs in the game will appear, and you can select any with a rating of three or lower. Once you've selected one, click with the

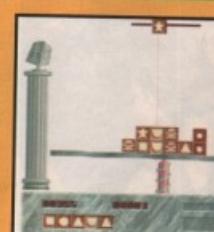


If you want to view any teams at this point, go to the 'Action' menu and choose 'Select Club'. A screen showing the badges of all the clubs in

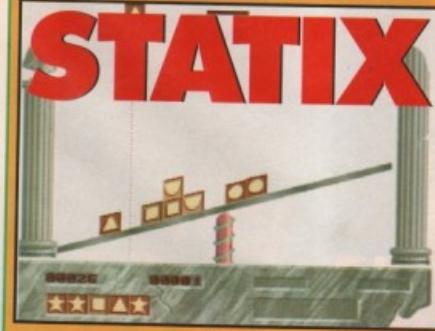
Y es, we've even managed to cram another game demo onto this disk. If you've read the review this in issue, then you'll already know how to play this simple but extremely addictive little Column clone.

If you don't, then here's the basic breakdown. Blocks with symbols on them appear at the top of the screen, and you have a limited time to position them before they drop onto the see-saw below. Get three in a line in any direction to remove them, and try to keep the see-saw balanced, as the moment one of the sides touches the ground, it's game over.

Don't stack the blocks any more than four high on the see-saw, as a level under the weight, and there's no way of raising it again. Skul blocks can't be removed, so you



have to be very careful where you put them. In our demo, all you can do is head for the highest score. In the finished game there are all sorts of challenge levels to work through. Have fun now!





# COVERDISK 85

Even more fantastic soccer! Play till you drop with this brilliant football game from Sierra.

## SIERRA SOCCER

right mouse button and you'll be back on the main screen.

### FOOTBALL MAD

Before you start moving your squad about, let's get straight into the first match of the season. Go to the 'Options' menu and make sure that the fourth item from the top reads 'Highlights'. If it doesn't, click on it a couple of times until it does. Then click on the centre circle of the pitch in the top right corner of the screen.

All the matches of the first Saturday will be played. Wait until your team appears on screen, and your match will start. Let it run for a little while, and then hold down the left mouse button over your team's badge. The information window for your team will then appear, with the third and fourth lines reading 'Normal strategy' and 'Normal playing'. Now you can change the way your team plays.

Click with the left mouse button on each line to cycle through the options, and watch the difference it makes to your game. Choose 'Physical' from the fourth line, and watch how many of your players get booked! See if you can win your first match by finding the right strategy, and then return to the main menu after the game.

Take a look at the various tables and information under the 'Tables' menu, and you will already begin to

get some idea of who are the players to watch over the next few weeks. What you may find, however, is that your team isn't among them. Time to sort out your squad. Click with the left mouse button on your badge, and click on 'Select' to bring up the squad details, then you're ready to go.

To change players around in your squad, click on the first player to move, and then click on the position you want them to move to. To change a player's style (for players who can either be Midfield or Attack, denoted by M-A after their name) click on the MID, or ATT after their name. If you want to position players manually, click on the word 'Manual' at the bottom of the screen, and you'll be shown a visual layout of the team. Clicking on a shirt allows you to drag the player to their new position. Once you have the set-up you are happy with, click with the right mouse button to go back to the main menu.

That should give you enough of an insight as to how to win in this game. Play around with the transfer list to improve your team, and in no time at all you should see the match results improving.

The cuts out after eleven Division One matches, and if you aren't winning by then, all I can suggest is go back to the start and try it with a better team.

Good luck!

### LAST ISSUE'S AGA ONLY GAME DEMOS...

We received quite a few calls about two of last month's demos, Bubble and Squeak and Basher. These demos will only work on AGA machines (each has a logo on the label saying so, and it's also mentioned in the instructions); ie the A1200 or A4000. Users of other machines will not be able to load and play them. This will also be true of the final versions, should you want to buy them. If you have an A300, A500+, A600, A1500 or A3200 do not buy programs or magazines solely on the strength of games which are marked for AGA or A1200 only. OctaMED, on disk 80 (worth £45), the fonts and clip art on disk 81 and Bump n' Burn on disk 82 are all compatible with non AGA machines – so don't worry, your disks aren't faulty. Remember, a large proportion of new games are being programmed specifically for AGA machines, so watch out for AGA only or A1200 only when purchasing full software packages or magazines. This month's demos are universally compatible with all machines.

### Ooops...

We detected an error in the loading instructions for last month's fonts and clip art. If you have been having problems with it then try the following: Follow the preview instructions as provided, but change the line which read 'MAKEIR FONTS/COLOURFONT' to 'MAKEIR FONTS/COLOURFONTS' – notice the extra S. This should now work. Mucho apologies.



### Team Selection

	Player	Pos	Age	Ht	Wt	Sh	Spd	Str	Pass	Def	Dis	Kit	Price	Date	Hip	Ran	Pen
1	Stevenson	ST	23	6'0"	175	L	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
2	Harrison	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
3	Le Sueur	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
4	Hibbs	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
5	Pearson	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
6	Shires	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
7	Paterson	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
8	Entwistle	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
9	Plask	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
10	Bearndes	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
11	Sheeran	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
12	Players	ST	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
13	Harrison	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
14	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
15	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
16	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
17	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
18	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
19	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
20	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
21	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
22	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
23	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
24	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
25	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
26	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
27	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
28	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
29	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
30	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
31	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
32	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
33	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
34	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
35	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
36	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
37	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
38	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
39	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
40	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
41	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
42	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
43	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
44	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
45	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
46	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
47	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
48	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
49	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
50	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
51	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
52	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
53	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
54	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
55	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
56	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
57	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
58	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
59	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
60	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
61	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
62	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
63	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
64	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
65	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
66	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
67	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
68	Paterson	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
69	Entwistle	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
70	Plask	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
71	Bearndes	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
72	Shires	MF	23	6'0"	175	R	75	75	75	75	75	England	£12.99	19/10/90	100%	100%	100%
73	Paterson	MF	23	6'0"	175	R	75	75	75	75	75						

# ELFMONIA

エルフマニア

"Trouser-wettingly fantastic... This is the closest an Amiga owner is going to get to owning a high-spec arcade machine" - The C



FOR ALL AMIGAS (1 meg of memory required) £25.99  
Renegade, C1 Metropolitan Wharf, Wapping Wall, London E1 9SS



TERRAMARQUE  
The Promise Fulf...

# HOW TO LOAD YOUR CU AMIGA COVERDISKS

## LOADING DISK 83



There are three versions of Video Tracker included on Coverdisk 83: one for Kickstart 1.3 Amigas, another for

Amigas running Kickstart 2.04 or higher, and a third for A1200 and A4000 owners; which makes use of the improved graphics capabilities of the A64 machines.

Put the disk in the internal drive and turn the Amiga on. You will be asked if you run Kickstart 1.3. If you do, enter Y and press return. If not, enter N and press return. If you see a hand holding a blank disk when you turn on the computer without a disk in the drive, you have a 2.04 machine. If you enter Y for yes, the 1.3 version of Video Tracker will be loaded automatically.

If you entered N for no, the disk will boot up to a Workbench screen. Double click the disk icon marked VT, then double click the Video Tracker drawer icon. If you have an A500 Plus, an A600, or any other Amiga running Kickstart 2.04 or higher, double click the icon marked VideoTracker to load the program. If you have an A1200 or an A4000, double click the Video Tracker, AGA icon.

## DECOMPRESSING THE ROUTINES

In order to fit all the Video Tracker routines on the disk, they've all been compressed into a single file. Before you can use these routines, they have to be decompressed onto a separate disk. If you have a hard drive, and run the installer program that's on the disk, these files will automatically be expanded and copied over for you. Follow these steps to make up your Routines disk.

1. Boot your Workbench disk.

2. Format a blank disk.

## DISK VIRUSES

We try to ensure that all our coverdisks are completely free of viruses. We always have the most advanced virus checkers available when the disk is compiled and every program goes through rigorous testing on all relevant Amigas. However, we can not accept any responsibility for possible damage incurred by viruses which have escaped our attention.

3. Replace the Workbench disk, double click on the Workbench disk icon, then double click the CLI or SHELL icon.

4. Type the following, pressing RETURN after each line:  
resident copy  
resident cdbr  
resident clist

5. Replace Coverdisk 83 into d0:

6. Type the following, pressing RETURN after each line (d0: is entered with a zero, not the letter O):  
cd d0:  
copy archived.lha to ram:  
cd d0:c

7. Replace the Workbench disk when prompted, then wait for the disk activity to finish.

8. Put your blank disk in the internal drive.

9. If you are using any Amiga other than an A1200 or an A4000, enter the following, pressing RETURN after each line:  
cd ram:  
copy routine to d0:

10. A1200 and A4000 users enter the following, pressing RETURN after each line:  
cd ram:  
copy routineaga to d0:  
11. You can now load these routines into the Video Tracker program.

## NOTE FOR HARD DRIVE USERS:

A slight amendment to your startup sequence needs to be made once you've installed Video Tracker on your hard drive. Edit the startup

sequence by entering:  
ed \$startups-sequence [return]

Move down to where the lines read "Assign >NIL, etc.", enter the following:  
assign <nil> VT: drivename:  
Change drivename to the name of the hard drive partition where you've installed the Video Tracker program.

## SOUND SAMPLES

Both disks 84 and 85 contain sound samples for OctaMED and other music programs. Disk 85 has nearly 300K of samples, plus a super tune. This can be loaded into OctaMED 4 or previous versions of OctaMED. It can also be loaded into OctaMED 5, but you'll need to load the samples in manually. Disk 84 also contains a few samples, once again in a directory called Samples.



## LOADING DISK 85

Make sure disk 85 is write enabled (with the hole covered by the tab), and insert the disk

into the internal drive of your Amiga. Switch your Amiga on and wait; before you know it, you'll be shown the intro screen for Sierra Soccer. Make your game selections from the menu, press fire to play and enjoy!

## IF YOUR DISK WON'T LOAD

If your coverdisk doesn't seem to work as it should, then follow this simple guide. Firstly, remove all unnecessary peripherals, such as printers, modems etc. Follow the instructions on these pages to the letter, and if, after that, you find that the disk still doesn't work, call the DiskXpress helpline on: 0451 461131 between the hours of 3pm and 5pm free Monday to Friday. If they advise you that the disk is faulty, fill in your details below, and send them along with the disk and a 25p stamped self-addressed envelope to the following address:

CU AMIGA disk returns, DiskXpress, Unit 3, Old Coalyard Farm, Northleach, Gloucestershire GL54 3EP.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Type of Amiga owned: \_\_\_\_\_

Disk number: \_\_\_\_\_

Describe exactly what happens when you try to load the disk? \_\_\_\_\_

## FAST AMIGA REPAIRS

FOR QUICK QUALITY WORK DONE AT COMPETITIVE PRICES

**Upgrades + Engineering requirements**

**NORMAL SERVICE**  
£24.99 + parts  
Free Quoits

**GUARANTEED SAME DAY SERVICE**  
+£10.00  
computers received by  
12.00 mid-day

also Monitors repaired  
Door to door pick up + delivery anywhere in the U.K.  
or see us at our workshop in Central London

Central  
London

**FAST COMPUTER SERVICES**  
144, Tanner St., Tower Bridge, London SE1 2HG  
**Tel. 071-252 3553**

REPAIRS DONE ON THE  
FULL AMIGA RANGE  
\* including A600+A1200

**Low Cost upgrading**

1/2 MB A500 .....	£17.50
1MB A500 .....	£29.99
Hard Drives .....	P.O.A.
Internal Drives .....	£49.00

\*SPARES AVAILABLE

Can YOU win the World Cup?

THE DESIGNERS OF THE WORLD'S LARGEST & MOST SUCCESSFUL  
SOCCER PLAY-BY-MAIL GAME PRESENT THE COMPUTER VERSION OF



## THE ULTIMATE WORLD CUP SIMULATION

### PLAY THE WORLD CUP COMPETITION

Fully correct player details from every competing country. Play in a world league or create your own player / sides to play in which ever tournament you like. With full editing facility!

### FULL MATCH ARCADE SECTION

boasting player after-touch, superb responsive player control, huge positional / tactical possibilities available right down to your subs! EVERY player from EVERY team is different with all skill ratings shown!

### EVERY SIDE CAN BE HUMAN OR COMPUTER CONTROLLED!

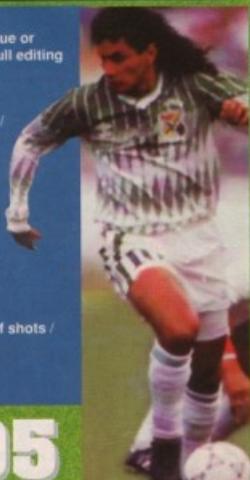
Full match statistics giving massive detail from play percentage down to how many good or bad passes a particular player has made.

### EXPERIENCE ALL THE THRILLS OF WORLD COMPETITION!

EXTRA-TIME, PENALTY SHOOT-OUTS ALL CATERED FOR.

### ALL RESULTS SHOWN IN DETAIL.

In the most versatile and comprehensive game of its kind!!! (with vast range of shots / crosses / set pieces / player control)



**SPECIAL OFFER**  
DISCOUNT PRICE OF £24.95  
APPLICABLE ONLY WHEN REPLYING VIA THIS ADVERT!

**FREE**

MEMBERSHIP TO  
SOCCESTAR PBM  
(Worth £5)

**SOCCESTAR  
WORLD CUP<sup>Edition</sup>**

**AVAILABLE FOR:**

**AMIGA 500, 500+, 600, 1200**

PLEASE STATE MODEL WHEN ORDERING!

**MAIL ORDER FORM**

Name .....

Address .....

Postcode ..... Computer Model .....

Daytime Phone No. ....

I enclose cheque/P.O to the value of £24.95 MADE PAYABLE TO  
SOCCESTAR ( Name & address on back of cheque please).

I wish to pay by Access/Visa. My number is

Signature ..... Exp date .....

Send to: SOCCESTAR, 9 Trent Drive, Hucknall, Nottingham NG15 6GR



24 HOUR CREDIT CARD HOTLINE: (0602) 642188



**MAIL ORDER FORM**

cu

# NEWS

## COMMODORE - THE FACTS!

It's been a hectic month for Commodore. Reports circulated that Commodore France had gone into receivership, then even more reports surfaced, to the effect that one of a dozen companies (ranging from the unbelievable to the very possible) would be buying them, and finally, that Commodore had been liquidated! In reality of course, things were very different – but this didn't stop the rumour mongers going overboard. Firstly, as part of their on-going consolidation process, Commodore France was closed. This was done because Commodore is restructuring its various operations and reducing overheads. As the operations in France were effectively being duplicated by those in other countries, Commodore closed their French arm and are now running their Gallic operations from Germany etc. Secondly, Commodore International Limited (the parent company of the UK operation) sought protection of the courts in Bahamas (where they are registered) which is similar to Chapter 11 in the USA. This does NOT mean Commodore have closed down, are in receivership or have folded. What it means is that they are continuing to trade with protection of the courts while they try sort out their financial affairs and problems, possibly by linking with another company who can bring much needed investment to their depleted vaults. It is worth noting that many companies recover from such situations – Commodore's previous on-site repair company, Wang, for instance. And throughout the process Wang continued to operate in the UK!

Thirdly, negotiations are proceeding with a potential investor, David Pleasance told CU AMIGA that there is an organisation very interested, that an announcement would be made, hopefully, in the next few weeks, and if it went ahead this buyer would be keeping the Amiga on sale and supported in Europe. One of the reasons they have sought the protection of the courts is to allow these, "active discussions regarding investment and re-organisation" to be sorted out.

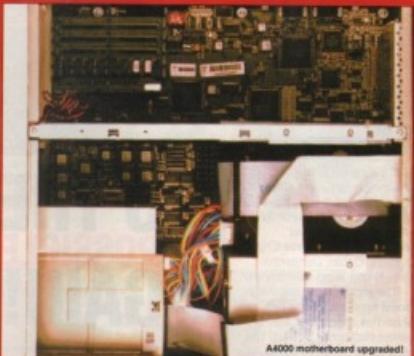
Mr Pleasance also told CU AMIGA that as far as he was concerned Commodore UK would continue as normal with all models of Amigas continuing to be sold and fully supported. It is also believed that Germany, Scandinavia, Italy and Canada would also all continue.

CU AMIGA spoke to many of the UK and the world's largest Amiga developers, dealers and distributors and they all remained very positive about the future. SDL, the UK's largest supplier of Amigas to dealers, said, "We believe there is a bright future for the Amiga, no matter what, and will continue to support it and independent Amiga dealers."

In short, while Commodore's parent company are having problems at present, the future is still bright and the Amiga in whatever form is likely to continue being sold and supported.

### FANCY A JOB?

If you would like a job using and supporting Amiga applications and knowing your stuff, then contact Meridian Distribution (tel: 081 543 3500). One of the UK's leading serious Amiga software suppliers, Meridian is looking for a dedicated and knowledgeable Amiga user to support their customers.



A4000 motherboard upgraded!

## A4000 UPDATES

Commodore have updated the A4000 mother board, although no official announcement has been made. The changes include the 68030/40 moving from the daughter board to the main board, and the ChipRam now being soldered onto the mother board.

Previously, the CPU Central Processor Unit, in the 68030/40 was held on a daughter board. Commodore's original plans were to announce replacement daughter boards that would hold more powerful CPUs. This would give A4000

users an easy processor upgrade path! In reality, no further daughter boards have been announced, and Commodore have moved the CPU onto the mother board, although a daughter board socket is still present.

Although no reasons were given, it is likely the changes are part of Commodore's continued drive to cut costs. By including the CPU and ChipRam on the motherboard, Commodore don't need to produce daughter boards for each A4000, thus saving them money. Commodore are on 0828 770088.

## PHILIPS DANCES WITH ORION



More FMV magic to come

Philips Media, distributors of FMV movies, have signed up another major studio to bring further blockbusters to VideoCD platforms, including the CD32 with its FMV media.

Philips have tied up Orion films to bring blockbusters such as *Silence of the Lambs*, *Dances With Wolves*, *RoboCop*, *Mermaids*, *Bill and Ted's Bogus Journey*, *Married to the Mob* and *Mississippi Burning* out on 5" CD disc.

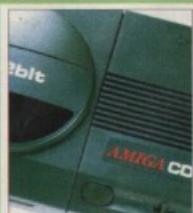
The deal will see 10 titles currently in first, and negotiations are currently in progress to sort out when these will appear in the UK and Europe.

Herb Dorfman, Senior Vice President of Orion Home Video, said: "The high quality video combined with Compact Disc audio is an awesome combination and we're excited in making this home viewing of premium movies."

The Orion films will join existing blockbuster films on the VideoCD format already available from Paramount and MGM/UA, such as *Patriot Games*, *The Hunt for Red October*, *Star Trek IV*, and *Naked Gun Two And Half*.

For further information on the new CD films you can contact Philips on tel: 081-781 8457.

## » COMMODORE CUTS PRICE OF CD32



In a surprise move Commodore have slashed the price of the CD32 to just £249 including VAT! For this price, you will now get Microcosm, The Chaos Engine, Diggers, Oscar, Dangerous Streets and Wing Commander!

The move comes following recent announcements by Sega, which has announced a 32-bit games platform of its own. The price cut is obviously designed to preempt Sega's launch and keep Commodore ahead in the 32-bit console market - making it even more difficult for the Far Eastern console giant to compete with Commodore's new market leading system.

The new price also makes the CD32 the lowest priced system available for watching VideoCDs. Commodore are on 0628 770088.

## APOLOGIES TO...

First to Software Products Europe, in our May issue we reviewed the amazing Final Writer, (an absolute stunner of a program says Andy Leaning!) unfortunately a mistake crept in and we inadvertently said that this product would only work on A1200s. It will of course run on any Amiga that has Workbench 2.0 and above, 2Mb of RAM and a hard drive.

We'd also like to point out that when fully installed Final Writer eats up 9.5Mb of hard drive space, this being for a complete installation. A minimum installation however will only require 2.5Mb of space.

For users who purchased early versions of Final Writer (prior to release 2) you can get the new version FREE. Software Products Europe do however require £2.95 for administration and postage. For users who purchased Final Writer before March 1st, there is an upgrade cost of £7.95 including post etc. Either way, it's worth having!

Secondly, apologies to Gordon Harwood Computers for accidentally stating that the Blizzard 1230-II has a SCSI-II port built-in. It doesn't, this feature is purely optional. The Blizzard A1230-II will have a price point of £89.95 including VAT and delivery.

Sincere apologies to both companies for these mistakes.

## FRONTIER 2!

David Braben is currently beavering away on a sequel to Frontier - Elite 2, aiming for release towards the end of this year. Going under the unassuming title of *The First Encounters*, the product will be a complete, stand alone game - not an update disk as was originally intended. Using the same game engine as Frontier, the game is set a few hundred years before the original, and will give the player an insight into how the Federation was formed. We'll have more information very soon.



## DO THE IMPOSSIBLE AGAIN!

**M**icroProse are about to release the follow up to that amazing 8-bit platform game, Impossible Mission - the game that launched a thousand others, including games like Flashback. Anyone who ever owned a Commodore 64 will tremble with excitement at the thought of a souped-up rendition of this fabulous game, and judging by these screenshots, they are fully within their rights to get excited. The new version sticks fairly closely in content to the original, but adds things like scrolling, three different characters to play plus a pixel perfect copy of the original game, if you fancy making the comparison. We'll have a full review next issue.



## POWER UP WITH A DISK DRIVE!

**P**ower Computing are planning to release a new low-cost Amiga disk drive. The new drive which should be available in June will feature anti-click technology. (Power Computing invented anti-click disk drives - a mechanism which stops the disk drive constantly clicking.)

At the time of going to press no prices were available but it is known that the drive will compete with many of the lower cost disk drives available, probably around £49.

Power are on 0234 273000. Commodore can be contacted by calling 0628 770088.

## FREE SHOW TICKETS FOR SPOTLIGHT 1994

**A** show dedicated to the Amiga and Atari ST will be held on 28th and 29th of May, 1994, at the Novotel Hotel Hammersmith. This will be the second SPOTLIGHT show, the first was held last year and received an enthusiastic reception.

Dubbed the thinking Amiga users show it has been organised by a group of manufacturers, distributors and dealers to cater for all users. In particular, it aims to support users interested in productivity applications rather than games. There will be a range of products from third-party developers, both new and old, on display. The products will include scanners, monitors, disk drives, applications, and development tools. The show will also provide visitors with a unique opportunity to see new hardware and software, watch demonstrations of different configurations, and ask experts from the many of the leading Amiga developers any questions you may have.

CU AMIGA should be there in force, alongside Power Computing, Golden Image, Meridian Software, Gasteiner, First Computer Centre, Hisoft and many more.

The doors will open at 10am on both days, with tickets costing £5.00 on the door, or £3.50 for advance bookings. To help get the show off to a good start CU AMIGA have arranged with Gasteiner to give away free tickets to the first 500 CU AMIGA readers who call 081-345 6573 and ask for their free CU AMIGA ticket. If you are too late for a free ticket, call the above number and book your ticket in advance.



## SEALED UP

**C**ommodore (UK) has introduced an official Seal of Approval for Amiga peripherals and software. Commodore claim that any product that passes their "rigorous tests in Commodore's U.S. and UK offices" will be a guarantee of quality.

David Pleasance, Commodore UK's joint-managing director, said: "We want to give users reassurance when they invest in a machine. The Seal of Approval will provide that reassurance."

Several leading peripheral developers have already applied for the Seal of Approval, with Power Computing expected to get it for their scanners, disk drives and RAM cards.

Some industry observers however question the value of the Seal of Approval, querying whether it would be worth the added cost, citing magazine awards, the CU AMIGA Technical Excellence award for example, as possibly more cost effective.

Power Computing are on 0234 273000. Commodore can be contacted by calling 0628 770088.

## FASTER BBS

**G**lobal information network Compuserv have introduced high speed 14,000 baud modems links for the UK. The new modems will allow Compuserv users to access the information and files on Compuserv much faster than they previously could.

Compuserv has 1.8 million members worldwide, and 45,000 users in the UK alone. For further information on CompuServe call 0800 289378.

## KEEP TAKING THE TABLETS

The boys and girls of First Computer Centre have released Tabby - a compact low cost graphics tablet for the Amiga. The tablet has a price of £49.99, which includes tablet and Amiga driving software, and runs under Workbench 2.84 or higher.

The driver software was written by Nik Lines of First Computer Centre and includes on-line Amiga guide documentation, hotkeys and definition of the tablets active area.

CU AMIGA will be reviewing Tabby next month. In the meantime you can find out more about Tabby by calling First Computer Centre on 0532 391444.

## NO CHEAP FODDER UNTIL 95

Some readers found the recent story on The Hit Squad's batch of Virgin releases a little misleading concerning the release date. Due for Sensible's Cannon Fodder, Virgin Interactive Entertainment would like to point out that Cannon Fodder, although it has been signed to The Hit Squad, will not be released until January 1995, giving it at least 12 months as a full-pricing game.

Sensible Jon Hare.



## VIRGIN GREENS



**S**ensible Golf is on the way, and by crikey it looks good! Due for release in November, the Sensible team have abandoned the more traditional view of golf games in favour of their tried and tested, top view with small characters system. "Instead of having a boring landscaped 3D view or recreating Leaderboard for the 35th time, we decided to take our totally original Mega Lo-Mania, Sensible Soccer and Cannon Fodder style and apply it to golf," says Sensible chief, Jon Hare. "There are these four guys walking around the courses, and they each have their own charm and personality. To appeal to the style-over-content consumers, we have decided to introduce a liberal sprinkling of big snazzy graphics such as oversized pictures of each bloke as he takes his shot."

The game looks like it's going to be very original indeed, with some striking new ideas built in. For example, as you play through the tournaments, you can earn money which is spent on better equipment, such as laser guided balls and rocket powered clubs! We'll have more news when we get it.

## VIRTUAL REALITY

A n interesting development appeared courtesy of ICE during the ECTS. An American company, VictorMaxx Technologies, displayed a virtual reality system that will eventually work on the Amiga. "What's so great about it?" you might say. "I don't want one of those two big headsets lying around my living room!" Well fear not, it's as extremely compact system, consisting of a set of stereo headphones over your ears and the smallest possible pair of television screens mounted just in front of your eyes. Picture, if you will, a bullet strapped over your eyes with the tv screens in the bag part and two small head-phones on each of the straps. You've got it.

The version we saw was running on the PC with a specially developed landscape program and a copy of Doom. Doom was impressive (it always is) but it's still basically a 2D game designed for a regular screen and you also needed to control it with the keyboard, but this last point will be remedied soon. On the other hand, the 3D landscape was stunning. The brilliant thing about this mini VR headset is that it works in exactly the same way as its two ton arcade ancestor. When you move your head right or left, up or down, or even sideways, sensors pick up the movement and the view changes accordingly. The only part you need a joystick or keyboard for is physically moving in a given direction or, of course, shooting something.

The PC version we saw had stereoscopic vision. Unfortunately, when the Amiga adaptor becomes available it will only allow monoscopic vision, but don't worry you're not alone here: the Nintendos, Sega, and Jaguar adaptors will only allow a monoscopic view too.

Needless to say most games will not have been programmed with the headset in mind. ICE, who will distribute the system in the UK for VictorMaxx, are very confident of its appeal. Due for launch during the summer (if everything goes according to plan), it should be priced around the £500 mark. Watch this space for more news.



"A bum bag with headphones" - but a very good one!

## A4000 ACCELERATES

I f you're the proud owner of an A4000 you've probably been reading the recent reviews of A1200 accelerators with some envy. Some of the latest A1200 upgrades can make Commodore's entry level AGA machine surpass even the A4000 in processing speed.

If you're one of these people (are you reading this John?), Blittersoff have the product for you. Called X-Calibur the Blittersoff A4000/40 upgrade is reportedly four times faster than the normal A4000/40. According to Blittersoff, the card employs innovative memory design which is better than Commodore's original, producing an improvement over normal memory access by 400% (at 25MHz).

Additional plug-in upgrade processors are available, boosting the performance still further. Interestingly, a 35MHz will be available to compliment the standard 25MHz model, although Blittersoff hope to introduce 40MHz 68040 shortly, and a 68060 processor version when it ships.

The upgrade is a piggy-back board which doesn't use up a Zorro slot, and apparently there are virtually no incompatibility problems. The 25MHz version of X-Calibur has a price of £499.95 and should be available by the time you read this. Blittersoff are available on 0908 221916. We will hopefully have a full review of the X-Calibur next month.



# » LEANING OVER THE EDGE!



**W**elcome to a new column, hosted by our techie supremo, Andy Leaming. Having already I manfully Andy checks out the possible new Amiga technologies that we may, or may not, see in future.

News reaches my finely tuned ears this month of a stunning new peripheral now in development. The Vinyl Drive combines the latest technology combined with tried and tested vinyl storage technology to give a very low cost, high capacity medium capable of the storage and playback of full motion video and stereo sound.

Powered by a VLSI chip codenamed RADE (Retinal And Decompression Engine), it is reported that the unit will pull data off the storage medium at rates faster than 3.75MB per second, and decompress it on the fly. The RADE chip employs state-of-the-art analog-to-digital converters, with a 1MHz clock, an on-board buffer, and dedicated

JPEG/MPEG decompression chips. A secondary DSP chip provides audio reproduction at frequencies of 44.1kHz – just higher than CD audio at 44.1kHz.

Beta test systems are already with developers who are working to produce games and other interactive products to take advantage of it. Millenium's James Pond 4 game, are already working on the first interactive video games and no doubt many others will get in on the turntable soon.

By combining production lines already in place to produce the mechanics of the vinyl drive, with state-of-the-art digital and micro-processor technology, the unnamed manufacturer can produce the drives for as little as 15,000 yen (translate to a UK price of £90!). Even better, by using a low cost Vinyl based medium the actual films and pop albums will retail for under £10!

And best of all, the Vinyl drive will play all existing vinyl albums and records, at either 78 or 45 rpm – drop out those Beatles albums now.

# ECTS ROUNDUP



The ECTS was a veritable hotbed of games software for the Amiga, although disappointingly, almost everything we saw has already been reviewed or previewed. Yes, we know we're hot and fast and everything, but you still want to have some surprises at the show. Biggest promotion of the weekend has to be Ocean's Inferno, which had a whole stand in itself, completely packed with plenty to look at the PC CD-ROM entrepreneurs.

Team 17 were inviting all and sundry into their back room to see what the future holds in store. The two most interesting screens on their stands were running the long awaited Arcade Pool, and interestingly enough, Superstarsoft from Bloodhouse. Quite why Bloodhouse have moved from Daze on this one is unclear, but both parties seem happy with the product move.

Speaking of Daze, both Robinson's Requiem and John 3 were on view for all to see, and Silmaris boss Louis Marie didn't leave the meeting rooms once! Both games are looking wonderful, even if the PCs they were running did crash repeatedly! Just around the corner were Kompart and Black Legend, displaying Demomaniac, the product that everyone seems to want, Tactical Manager – as seen on this month's coverdisk, and Turbo Trax from Arcane. Steve lies of Arcane was as proud as ever, but we're still not going to pass comment until we see it moving, Steve!

MicroFusion had their usual enormous stand, displaying a wide range of PC and

console product, plus Gunship 2000 CD32 and Impossible Mission 2025, the 32-bit update of the game that launched a thousand others. We'll have a full review of IM soon. Another enormous stand holder was Virgin – they had three in fact – and it was the large bin box on the ground floor that was attracting all the attention. Admittedly, a lot was in the PC sector, but that didn't stop them like PC Golf, Crash Damned and 'Last Edger' raising Amiga eyebrows (for different reasons).

Mindscape had a large comfortable suite, along with a fair few people wandering around the show in a 'Le Chat' costume, to celebrate the release of Out To Lunch soon. Not quite so comfortable, but busy and busy all the way through the show were Millennium, with James Pond 3 (see our review on page 84) and their next big hit, Plaskin'. Oddly enough, they didn't have any stilted costumes, not even their old faithful Pond one. As a footnote, it's worth pointing out the promotional costumes that didn't quite come up to the mark (and there were a few), such as the Snowman who was wandering around with a two inch gap where his neck should have been, or Nintendo's Kirby character, who was seen having a terrible time actually trying to get up the stairs into the show. His costume was about two feet too wide!

There were plenty of old favourites to be found at the show too, such as CyberSpace and Dreamweb from Empire, Nick Faldo from Grandstand, numerous Dizzy games from Codemasters, and even Simon The Sorcerer CD made an appearance. A good time was had by all.

## RADIO SHACK



# DEVELOPMENT & ANIMATION



**A**nother product creating massive interest at the ECTS was DPS's Personal Animator Card, or PAR for short. This astonishing card was plugged into an A4000, recording and playing back full motion, full screen video – but it wasn't using MPEG or VideoCD compression standards. Instead, it was compressing the video in real time using a variant of the JPEG compression technology and then storing the images to a hard drive. It provides component video and S-Video in and out and will store the images on high capacity hard drives. CU AMIGA will be reviewing this exciting Amiga card next month.

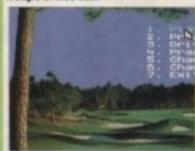
Elsewhere around the show Amigas in various guises could be found. Long time Commodore trade distributor SDL was drawing crowds with the CD32 and FMV card showing various firms and pop VideoCDs whilst Empire Software were showing their recently launched Hanna Barbera Animation Workshop. Psygnosis were showing a CD32 being used to demonstrate a new development system called 'PSY-Q'.

In addition to the various organisations with stands there were also a great many serious Amiga developers wondering around, usually hovering near the bar. These included Almathera, Hisoft, Power and Amitrek.

Considering that this show was essentially dedicated to games, the large number of serious Amiga developers and users around was surely a good sign for the Amiga in the future.

# MORE BIG BUDGET SIGNINGS

The Hit Squad aren't the only company signing up big games at the moment. Action 16, the budget arm of Digital Integration have recently taken on board the wonderful RPG Worlds Of Legend from Mindscape, which, if you remember, received a mammoth 90% in CU AMIGA, and the Acclaim golfing classic Jack Nicklaus Unlimited Golf & Course Design. Both should be available soon, costing a meagre £16.99 each.



# STAR CUTS PRICES

**S**tar Micronics has reduced the RRP's for all its dot matrix, laser and colour thermal printers, in some cases by as much as twenty five percent. The new prices see the popular LC-100 fall from £199 to £149, and the LC24-100 drop from £209 to £159.

For further information on the range of printers from Star Micronics contact 0494 471111.

# COMMODORE SHIPS ITS WARES

**E**CTS is primarily aimed at the games developer market, something particularly obvious with the number of Amiga games on display at the show. But even as they were scattered around, several companies were using the Amiga for other purposes.

The most notable of these was, not surprisingly, Commodore. The Big C didn't just have a stand, they had a whole suite to themselves, in which they were showing off their wares. All the existing Amiga models, plus several new products, were on display. These included the new CD-ROM drive for the A1200 (as exclusively revealed in last month's CU AMIGA) and the new A4000 tower system. The tower system was shown sampling sound and graphics linked up to a high speed SCSI hard drive.

The Commodore suite was also used by several prominent Amiga developers to show off their new products, these included RAMIGA, PREMIER vision, and other people from Commodore's ACE initiative. The products on display ranged from very large, very fast SCSI based hard drives and optical drives to the acclaimed Video Teaser running on UK systems via a PAL converter.

THE SPECTACULAR

BEST SELLING MULTI-HELICOPTER

GUNSHIP SIMULATION

TAKES OFF ON THE AMIGA CD32

# GUNSHIP 2000

MICRO PROSE

SIMULATION

All the thrills. All the excitement. All the helicopters you could ever want

Gunship 2000: Available now for Commodore Amiga, A1200 and CD32

# PCGAMES.

DISK 5 Tested for ALL known viruses!

**EXCLUSIVE!**

## TIE Fighter



Feel the power of the Dark Side of the Force in this fully-playable complete mission from LucasArts' eagerly-awaited sequel to X-Wing!

- Not content with creating the finest games mag ever, we've also bolted two high-density disks onto the cover bearing three of the finest demos EVER!
- Fly for the Empire in a complete playable mission from LucasArts' fab TIE FIGHTER, stunning Star Wars sequel to the classic X-Wing!
  - Find the Ro'Geld of Midgard in our fully-playable HEIMDALL 2 demo, and you could WIN a multimedia 486 PC worth over £500!
  - Discover what happens if you cross-breed the Lemmings with Sim City in our playable demo of THE SETTLERS!

Requires  
mouse,  
256-colour VGA,  
and DOS 5.0;  
386 PC  
recommended

# DISKS!

# PCGAMES.

DISK 2 Tested for ALL known viruses!

**EXCLUSIVE!**

## Heimdall 2 The Settlers



Requires 3Mb RAM  
Play this slice of Core Design's fab arcade adventure and WIN a multimedia 486 PC worth over £500!

Requires 4Mb RAM  
Is Blue Byte's latest the cutest God game ever? Find out in this fully-playable demo!

1

### WHAT YOU'LL FIND IN THE FIRST ISSUE OF PC GAMES!

- A whole bundle of EXCLUSIVES, including top-secret, hush-hush, mum's-the-word previews of BioForge from Origin, Desert Strike from Gremlin and Battledrome from Dynamix!
- Over 40 — yes, FORTY! — hot games reviewed, including the FIRST review of Origin's Pacific Strike!
- Complete solutions of Gabriel Knight and Police Quest: Open Season, plus comprehensive playguides for Lit'l Devil and Sim City 2000!
- Loads of other really good stuff!
- And more besides!

First issue  
on-sale now!  
Price 'only'  
**£3.95.**

# PCGAMES.

If you play games on your PC, you've got to read PC GAMES!

3 INCREDIBLE DEMOS!

TIE Fighter!  
Heimdall 2!  
The Settlers!

Are we good to you or what?

NO DISK?  
ASK YOUR NEWSAGENT!

PLAY & WIN!  
PLAY our Heimdall 2 and Settlers multimedia 486 PC worth over £500!

**EXCLUSIVE!**  
**BIG GUNS!**

We take the wraps off Origin's most innovative game ever — the amazing Big Guns! Read all about it in our EXCLUSIVE in-depth preview!

REVIEWED! Over 40 games, including Midgard, Gemania, Myx, Pagan, Ultima VII, Cannon Fodder, Bassack and Front Defense! **PUB!** First review of PACIFIC STRIKE

PREVIEWED! Battlefield, Desert Strike, World Cup '94 and TIE Fighter reviewed and ready for your perusal!

TIPPED! Complete solutions to Gabriel Knight and Descent II, plus Sim City 2000 and 180 other plays!

1

# AN AWARDING EXPERIENCE



Dominic Woodbury and friends with Virgin Interactive's award for software of the year.

Every year at the ECTS the giants (and the not-so-big) of the games

E and publishing industry get together and give each other awards. This year, the ceremony was held in grand style at the London Regent's Hotel on the first night of the three day show. Hosted by Radio 1 DJ Mark Goodier with guest appearances from Dominic Diamond and Mike Edwards from Jesus Jones, the 18 categories were voted on by a panel of editors from games magazines around the world, along with readers from certain sections. The full Amiga roll of honour is:

**Most Original Game: SYNDICATE**

**Software Publisher Of The Year: VIRGIN**

**BBC Live And Kicking Awards: FRONTIER - ELITE 2**

The other 15 categories were predominantly PC and console based, with Lucas Arts scooping three awards for *Rebel Assault* and *X-Wing*.

## TOAST OF THE SHOW

It was on the Newtek stand that perhaps the most exciting news of the entire show could be found. Newtek are currently in negotiation with several trade distributors to establish an official network of UK dealers for the Video Toaster and we should see the first Newtek supported Toaster and PAL converters available by mid summer. At the time of going to press SDI are hotly tipped to be Newtek's official UK distributor. The PAL converter was a £5000 Prime Image system, and it converted the NTSC signal the Toaster produces to an UK PAL signal wonderfully. According to Newtek they are now working on a real PAL Toaster, and although not definite yet, they hope to have versions ready 'sometime' next year.

Newtek are also evaluating the potential for releasing LightWave as a stand alone application and selling it to games developers. One of the reasons Newtek have at last decided to move into the PAL market is the new generation of games consoles now appearing. Modern games are no longer about tiny sprites and poor graphics, but more often 24-bit graphics, 3D backdrops and rendered images - *Rise of the Robots*, Microcosm et al. To create such graphics software developers need hefty graphics workstations. Unless of course they happen to have a Toaster! The advantages in speed and intuitive user interface on display were enough to convince many graphic artists that they should spend their money on a Commodore-based system, and that was before they found out how much cheaper an Amiga system was compared to Silicon Graphics etc. It's ironic but Commodore is at last making a name for itself and doing so by helping games developers on other platforms!

## COMMODORE WRITES

Empire who are putting Empire Soccer out in about six weeks.

CU AMIGA readers will be aware of the fact that *Mirage's Rise of the Robots* will be a C64 title when it is launched in October. We're delighted that this is the case.

Nothing could really match Robots for the fun factor it has at ECTS. What's encouraging for us is that Time Warner Interactive is continuing the line so we're dealing with a global player. TWI are currently looking at developing more software for our format.

From my meeting room behind our stand I could see what a buzz was being created. Two installations accounted for this. First, was NewTek's Video Toaster which was being expertly demonstrated by our Californian friends with PrimeImage's PAL converter. It's been called the best Amiga peripheral ever - you could see why if you battled your way past the hordes of stunned onlookers.

NewTek are setting up distribution channels as we speak. When that's all taken care of I'm confident the Toaster will come to dominate UK broadcasting just as it has in the US.

Secondly, the Amiga 1200 CD drive. After months of speculation there was, in prototype form, at last. My position on the add-on is that we have to work towards a fair price, it can't support MPEG and I think this will be a disappointment for some people unless we price it right. If all goes well, we'll be aiming at a September launch.

Finally, we have read about our disappointing financial results. Don't be discouraged. We're on the right track - costs have been cut by 70 percent, sales are motorizing. And the UK is still the heartland of the Amiga. Where else does a specialist Amiga magazine appear amongst the top 100 best sellers as CU AMIGA does? No, the UK is special. That's never going to change.

Reactions to last month's European Computer Trade Show appear to be a peculiarly mixed bag. On the one hand the organisers tell me it was the biggest ever with around 7,000 visitors through the doors. But then again quite a few delegates bemoaned the lack of good new software ideas.

I found it a refreshing occasion, if an exhausting one. It was Commodore's first appearance at this important trade show in quite a few years. That was my decision - I believe it's crucial for us to be available to the trade, whether it's publishers or retailers. Good communications has been the foundation of the Amiga's success. I want to keep it that way.

Well, I'm pleased to say that ECTS marked the beginning of some exciting new relationships - at least seven new publishers have committed to developing for Amiga C64.

They obviously noticed that the machine now accounts for more than half the CD software sold in the UK.

Those I can talk about include SCI who are working on Cyberwar (a game in the vein of Lawnmower Man), Matrix who will convert *Sim City 2000* and may put compilations of their back catalogue out on CD.

## JARGON BUSTER

**PAL** - The standard for UK TV signals, most UK televisions can only handle PAL TV pictures and not American NTSC, and vice versa.

**NTSC** - The standard for US TV signals. The Video Toaster (see below) is designed to only work on NTSC systems, to use a Toaster in the UK you the pictures must be converted to the PAL standard.

**LIGHTWAVE** - an extremely powerful 3D image rendering application which only runs on the Video Toaster, and is only available with NewTek's product.

**LIGHTRAVE** - A very handy software utility that allows LightWave to be run on most Amigas, even without a Video Toaster.

**VIDEOTOASTER** - The best graphics card available for Amigas in America. The Video Toaster lets the Amiga create special effects, images and video captions equal to, if not better, than some of the top TV production graphics workstations. The Video Toaster is one of the main reasons why Commodore have done so well in America.

## BET YOU'LL LIKE THIS!

These lovely people down at Sidmouth Software like CU AMIGA readers. In fact, they like them so much that they're offering their top horse racing prediction program *The Tipster* at the knock down price of £24.95 to you select few thousand. If horse racing isn't your thing, they'll even do you their surprisingly accurate pools predictor *The Pantler* for the same price.

To take advantage of this most generous offer, simply fill in the coupon below, and send with a cheque or postal order made out to 'Sidmouth Software' to their address: CU AMIGA Special Offer, Sidmouth Software, PO Box 7, Sidmouth, Devon, EX10 0TD

Name: \_\_\_\_\_  
Address: \_\_\_\_\_

Please send me  copies of *The Tipster*  
@ £24.95  
Please send me  copies of *The Pantler*  
@ £24.95

I enclose a cheque/postal order to the value of: \_\_\_\_\_

There's a Jeckyll and Hyde streak running through the world of Amiga video. On the one hand, it's all shiny logos and spaceships, quietly rendering away in plush offices around the world. On the other, it's mindwarping plasma tunnels and rough cut-up video samples being chopped and pasted together in bedrooms, and projected to masses of gyrating ravers on the underground party scene. What's it all about, what kit do you need, and how can you get a piece of it all? CU AMIGA investigates...

## Professional VIDEO

# Acid Video vs Professional Video

The cutting edge of video production is being sharpened to a point by Amiga users. These people use their systems to produce videos, be it low-cost productions for underground raves and parties or more expensive work used for feature films, business presentations and corporate adverts. Over the next few pages we reveal who they are, what they do with their Amigas, and how they do it. In short, we give you the complete low down on Amiga visuals, from the rave scene to the Hollywood and TV film industry, and on to the business market. Andy Leaming is your guide through the pin-striped respectable end of Amiga video and Tony Morgan then takes at look at the Acid video scene.

### MIND THE GAP

We start off by looking at the UK corporate market. One of the highest-profile users of Amigas is the UK corporate market at present is the London Transport Museum.

The display at the London Transport Museum is a fine example of what can be achieved with the Amiga for interactive work. Scattered around the museum are various displays and interactive terminals providing information on the history of transport etc. The train driving simulator is perhaps one of the LTM's most popular and unique demonstrations. This uses state-of-the-art technology gives members of the public the chance to see the London Underground from a driver's point of view. Surprisingly, they don't use high-powered A4000s, VideoToasters, or even an A1200. Nope, they use the excellent CD32 for creating and presenting their videos,

The Amiga's association with the London Transport Museum was set up by Index

Information, operating out of Basingstoke. Index Information has been responsible for setting up a great many of the corporate users now employing Amiga technology, and they lead the way in the area here in the UK. Other organisations who have snapped up include BBC Scotland and British Telecom.

Index Information have developed a hardware expansion for use at the LTM which enhances the CD32. Called the CD32x, it provides

two serial ports, a parallel port, networking and even an optional genlock. This expansion has proved hugely popular amongst Amiga users, so much so that it may well be released as a commercial product shortly.

### ROLL 'EM!

The UK film industry is another area which has benefited from the power and versatility of the Amiga. David Bernards a freelance designer who uses his Amiga to produce titles and captions for films. He started with a BBC Master +2B computer, working in an independent video facility five years ago. Then he came across the Amiga and was enticed by its ability to genlock easily, the large colour palette and its general ease of use. Now he's worked his way up to an Amiga 3000, fitted with an Opal Vision 24-bit graphics card, a 1 gigabyte hard drive, a Sharp JX300 scanner and a DPS Personal Animation Recorder (PAR) card. He also uses DaVinci, Scala, AdPro, and Broadcast Tiler.

Most of the work he does is video titling, although with the DPS PAR card he is now doing compositions and effects with videos. "It gives the best quality playback I've seen from any hard drive system", says David.

For video titling he uses both Scala and Broadcast Tiler, but prefers Tiler as he feels, "it is more geared to film titling".

His most recent work is on a feature film called Boy Meets Girl, which, when we spoke, was unfortunately still with the film censors. The film is broken down into a series of chapters, and each chapter has a heading. For the heading he used Opal Paint to create textured title borders.

Another film he recently worked on is called Away Day. For this he used the Sharp scanner to scan in source material and then produced titles with Tiler and Opal Paint.

Dave hopes to expand, and is currently experimenting with the DPS PAR card to see what else he can do with it.

### ANYONE FOR TOAST?

In America, Newtek's Video Toaster is probably the one product that has done more for getting the Amiga accepted by professionals than all other related products and companies combined.

For those that haven't heard of the Video Toaster, I should explain. The

Illustration shows, top, the Emmy award-winning VideoToaster; bottom left, the award-winning DPS PAR card; and far left, a shot from RoboCop: The Series.

VideoToaster is an expansion card that plugs into the Amiga 2000, 3000 and 4000 and comes with a suite of powerful graphics software. It allows users to create animations, titles, 3D graphics and effects that are frequently beyond the capability of TV production systems. It's also far cheaper than any other comparable system.

The Toaster's appeal is widespread, finding favour amongst hobbyists, corporations, film companies (both small and large), and production agencies.

### ROBOCOP

The power and the price of the Toaster has created a vast market of professional users (sales of the Toaster have reached between 50,000-80,000!) *Robocop*, *SeaQuest DSV*, *Star Trek: The Next Generation*, and *Babylon 5* are just some of better-known visuals that some high-end production companies have created using the Toaster. Hell this thing's even won an Emmy Award for advancing television technology!

*Robocop*, The Series has also been receiving the Toaster treatment. One of the most popular sci-fi TV series in America at the moment, it's an extension of the film, with the same high quality of effects, gloomy future feel and satire of the original.

This American syndicated series is produced by Canadian-based SkyVision Entertainment, and is hugely popular throughout America. In fact, the second episode got the second highest viewer

rating across the United States the evening it was shown! The series has so far proved even more popular than *Star Trek: The Next Generation*; we're talking millions of viewers here!

The Amiga is used extensively throughout the show, creating many of the special effects both on its own, combined with traditional visual effects, and in conjunction with work subcontracted out to an agency using a Silicon Graphics workstation.

Thanks to the Toaster, SkyVision can save the time and expense of traditional special effects. Combined with the Silicon Graphics workstation, they've got all bases covered, as Lee Wilson, SkyVision's Visual Effects Supervisor explains: "The combination of the two systems incorporates all the elements of visual and special effects design and computer animation with live action, against blue screen and mattes, creating an exciting and totally unique look".

The Visual Effects team use an Amiga 4000 with a Video Toaster, and although the Amiga system was not originally in their budget, SkyVision went for it in the hope that the added computer power would pay for itself. The result was unexpected.

"A few days after the Toaster arrived, I came in to work to find the entire visual effects crew still in the department after pulling in an all-nighter. The outstanding work they deliver is saving the production time and money, creating elements that we don't have to sub-contract to other companies," explained Stephen Downing, Executive Producer, SkyVision.

Typical uses of the Toaster include creating much of the imaging used in RoboCop's visor – dubbed RoboVision – showing elements such as targeting, computer feed and systems diagnostics. Many on-screen animations and effects that would normally be either impossible or costly to produce are also produced using the Amiga.

Explosive pucks thrown by RoboCop, for instance, are actually animated, and every shot of the puck after it leaves RoboCop's hand is created by Lee's team using the Amiga. One example of the flexibility and power that the team have put the Toaster to is creating an entire helicopter flight.

Lee elaborated, "In a merging of the two systems [Amiga Toaster and SGI workstation – ed], the helicopter was built and animated in the computer using Toaster and the Lightwave 3D program then flown over Delta City and John Fraser's beautiful matte painting." Here the artist, John Fraser, created the futuristic cityscapes on the workstation, which were then dropped in, using a

blue-screen matte, to live footage shot on a set, and the helicopter (created with the Toaster) was then added.

The end result is people in a city, with city skyline backgrounds and a helicopter flying over them – yet in reality only the actors and their surrounding set actually existed!

What's interesting to Amiga users is that rather than simply use the Amiga for static backdrops (if at all) the visual effects team chose to create the moving helicopter with it, and leave the still pictures to an, in theory at least, more powerful workstation! I don't know about you, but I for one can't wait for the UK showing."

### SEAQUEST

Another guy doing wondrous things with the Amiga in the film industry is Tony Stutterheim from Amblin Images. Amblin are one of the most ambitious Amiga users around, using it to create some well known TV programs in the US. Most notable of these is *SeaQuest DSV*.

Nearly all of visuals in *SeaQuest*

in training videos, employee communications, and sales and marketing. In addition to the Toaster Guy also uses DPaint and AdPro - these and the Toaster run on an A2000 and A4000.

According to Guy they use the Amiga and Toaster because, "it's both flexible and powerful."

He originally started using an Amiga, the A500, because "it looked like a happening machine". He's stuck with it ever since, and now feels that "it's more flexible than any other format."

### GENIUS

Another keen Toaster user, but one with a difference is Stephen Harris. Stephen is odd. Odd because he is on his way to becoming one of the most sought after Toaster users in the US, yet he's only 16!

His work is used on TV, creating visual effects for the WTVI TV channel, an organisation that has very high regard for his work – "You're a genius!" is how WTVI director Stuart Grasberg described him – and he was only 15 then.

Stephen's work has also been seen on the mighty CNN, and on several other nationally shown TV shows. His most recent work being for a program on women's health. The animations included a camera moving inside a modelled-woman's body and seeing a beating heart and various organs. It also included an animation of a medical balloon that travels in a blocked artery to unclog fat tissue, this will be shown across the USA on June 9th.

Stephen uses an Amiga 2000 with the Toaster and likes it because, "The Toaster is so easy to use and has the capability of a higher priced workstation."

With it he creates stunning 3D images and animations. "It's fun" he says, "you can be as creative as you want to be."

As well as being fun, it also helps him a lot of money, his company, Optical Art charges about \$120 an hour for modelling, and \$250-\$400 per second for the actual images! And this is cheap for corporate and film video, for which prices often run into tens of thousands of pounds. Steven is doing so well he recently bought himself a Mercedes – his first car! Not bad for having some fun with an Amiga.

### IF YOU WANT TO KNOW MORE!

CU AMIGA thanks everyone who assisted with this article, in particular:  
David Bernard who can be reached through the CU AMIGA editorial offices and CIX.  
Lee Wilson at RoboCop producers,  
Christina Knights of Newtek, Inc.  
Lettie McMaster from GVP, Inc.  
Stephen Harris Jr and Sue of Optical Art



Video production firms who use the Amiga for all manner of business video productions. This was created by the fully named Business Video Productions Inc.

NICK FALDO'S GOLF 13.99	SUPER TETRIS 12.99	SETTLERS 23.49	STREETFIGHTER II 11.49	ELITE 2 19.99	SHADOWWORLDS 6.99	LEMMINGS 2 13.99	VIKINGS-FOC 11.49	SPEEDBALL 2 8.99	CHAOS ENGINE 13.99
CANNON FODDER 20.49	CHAM MGR '93/94 12.99	COMBAT CLASSICS 13.99	SENSI SOCCER 92/93 13.99	PREMIER MGR 1 9.99	LOTUS 2 9.49	PREMIER MGR 2 13.99	OVERDRIVE 11.99	5 OF MONKEY ISL 12.99	EYES OF THE BEHOLDER 12.49
SPECIAL FORCES 10.99	ELITE 9.49	A-TRAIN 13.99	SPORTS MASTERS 13.99	LOOKING GLASS 11.49	BODY BLOWS 12.49	FIRST SAMMADA LO MANIA 13.99	DELUXE PAINT 3 14.99	REACH FOR THE SKIES 14.99	PINBALL FANTASY 15.99

#### IMPORTANT - PLEASE NOTE

M05 will not work on A500 Plus, A600 or A1200.  
M012 will not work on the A1200.

1 MEG + requires at least 1 meg of RAM to run.  
+ = New Item

#### AMIGA A1200 VERSION GAMES

AMERICA'S 1.2	16.99
ALIEN INVADERS	16.99
BLACK HOLE GALACTIC	16.99
BUDOKAI	16.99
CAPTIVE UNDERGROUND	16.99
CHARLIE ENFORCER	16.99
CHOCOLATE	16.99
GUNSHIP 2.0	16.99
HIGHWAY PATROL: VICTORS OF CHAOS	16.99
JAMES BOND 1.2	16.99
OPERATION STANFISH	16.99
OPERATION STANFISH 2.0	16.99
KING'S QUEST 5	23.99
MAX PAYNE	16.99
LEAGUE OF CHAMPIONS	16.99
MINESHAFT	16.99
MOG MANNY'S WORLD CHAMP SHIP	16.99
MONSTER HUNTER	16.99
ROSE OF THE ROBOTS	16.99
SCARFACE	16.99
SABRE TEAM	16.99
SHOOTING STAR	16.99
SHOOTIN' IRON: URON THE BOSCHER	16.99
STAR TREK: 25TH ANNIVERSARY	16.99
STAR WARS: RETURN OF THE JEDI	16.99
SUPER STARVOOT	23.99

#### AMIGA GAMES

FOR OUR AMIGA SEE OUR CATALOGUE	
688 ATTACK 2.0	16.99
A-TRAIN	16.99
AK-47 AIRBOAT 1	16.99
AK-47 AIRBOAT 2	16.99
AK-47 AIRBOAT 3	16.99
AK-47 AIRBOAT 4	16.99
AK-47 AIRBOAT 5	16.99
AK-47 AIRBOAT 6	16.99
AK-47 AIRBOAT 7	16.99
AK-47 AIRBOAT 8	16.99
AK-47 AIRBOAT 9	16.99
AK-47 AIRBOAT 10	16.99
AK-47 AIRBOAT 11	16.99
AK-47 AIRBOAT 12	16.99
AK-47 AIRBOAT 13	16.99
AK-47 AIRBOAT 14	16.99
AK-47 AIRBOAT 15	16.99
AK-47 AIRBOAT 16	16.99
AK-47 AIRBOAT 17	16.99
AK-47 AIRBOAT 18	16.99
AK-47 AIRBOAT 19	16.99
AK-47 AIRBOAT 20	16.99
AK-47 AIRBOAT 21	16.99
AK-47 AIRBOAT 22	16.99
AK-47 AIRBOAT 23	16.99
AK-47 AIRBOAT 24	16.99
AK-47 AIRBOAT 25	16.99
AK-47 AIRBOAT 26	16.99
AK-47 AIRBOAT 27	16.99
AK-47 AIRBOAT 28	16.99
AK-47 AIRBOAT 29	16.99
AK-47 AIRBOAT 30	16.99
AK-47 AIRBOAT 31	16.99
AK-47 AIRBOAT 32	16.99
AK-47 AIRBOAT 33	16.99
AK-47 AIRBOAT 34	16.99
AK-47 AIRBOAT 35	16.99
AK-47 AIRBOAT 36	16.99
AK-47 AIRBOAT 37	16.99
AK-47 AIRBOAT 38	16.99
AK-47 AIRBOAT 39	16.99
AK-47 AIRBOAT 40	16.99
AK-47 AIRBOAT 41	16.99
AK-47 AIRBOAT 42	16.99
AK-47 AIRBOAT 43	16.99
AK-47 AIRBOAT 44	16.99
AK-47 AIRBOAT 45	16.99
AK-47 AIRBOAT 46	16.99
AK-47 AIRBOAT 47	16.99
AK-47 AIRBOAT 48	16.99
AK-47 AIRBOAT 49	16.99
AK-47 AIRBOAT 50	16.99
AK-47 AIRBOAT 51	16.99
AK-47 AIRBOAT 52	16.99
AK-47 AIRBOAT 53	16.99
AK-47 AIRBOAT 54	16.99
AK-47 AIRBOAT 55	16.99
AK-47 AIRBOAT 56	16.99
AK-47 AIRBOAT 57	16.99
AK-47 AIRBOAT 58	16.99
AK-47 AIRBOAT 59	16.99
AK-47 AIRBOAT 60	16.99
AK-47 AIRBOAT 61	16.99
AK-47 AIRBOAT 62	16.99
AK-47 AIRBOAT 63	16.99
AK-47 AIRBOAT 64	16.99
AK-47 AIRBOAT 65	16.99
AK-47 AIRBOAT 66	16.99
AK-47 AIRBOAT 67	16.99
AK-47 AIRBOAT 68	16.99
AK-47 AIRBOAT 69	16.99
AK-47 AIRBOAT 70	16.99
AK-47 AIRBOAT 71	16.99
AK-47 AIRBOAT 72	16.99
AK-47 AIRBOAT 73	16.99
AK-47 AIRBOAT 74	16.99
AK-47 AIRBOAT 75	16.99
AK-47 AIRBOAT 76	16.99
AK-47 AIRBOAT 77	16.99
AK-47 AIRBOAT 78	16.99
AK-47 AIRBOAT 79	16.99
AK-47 AIRBOAT 80	16.99
AK-47 AIRBOAT 81	16.99
AK-47 AIRBOAT 82	16.99
AK-47 AIRBOAT 83	16.99
AK-47 AIRBOAT 84	16.99
AK-47 AIRBOAT 85	16.99
AK-47 AIRBOAT 86	16.99
AK-47 AIRBOAT 87	16.99
AK-47 AIRBOAT 88	16.99
AK-47 AIRBOAT 89	16.99
AK-47 AIRBOAT 90	16.99
AK-47 AIRBOAT 91	16.99
AK-47 AIRBOAT 92	16.99
AK-47 AIRBOAT 93	16.99
AK-47 AIRBOAT 94	16.99
AK-47 AIRBOAT 95	16.99
AK-47 AIRBOAT 96	16.99
AK-47 AIRBOAT 97	16.99
AK-47 AIRBOAT 98	16.99
AK-47 AIRBOAT 99	16.99
AK-47 AIRBOAT 100	16.99
AK-47 AIRBOAT 101	16.99
AK-47 AIRBOAT 102	16.99
AK-47 AIRBOAT 103	16.99
AK-47 AIRBOAT 104	16.99
AK-47 AIRBOAT 105	16.99
AK-47 AIRBOAT 106	16.99
AK-47 AIRBOAT 107	16.99
AK-47 AIRBOAT 108	16.99
AK-47 AIRBOAT 109	16.99
AK-47 AIRBOAT 110	16.99
AK-47 AIRBOAT 111	16.99
AK-47 AIRBOAT 112	16.99
AK-47 AIRBOAT 113	16.99
AK-47 AIRBOAT 114	16.99
AK-47 AIRBOAT 115	16.99
AK-47 AIRBOAT 116	16.99
AK-47 AIRBOAT 117	16.99
AK-47 AIRBOAT 118	16.99
AK-47 AIRBOAT 119	16.99
AK-47 AIRBOAT 120	16.99
AK-47 AIRBOAT 121	16.99
AK-47 AIRBOAT 122	16.99
AK-47 AIRBOAT 123	16.99
AK-47 AIRBOAT 124	16.99
AK-47 AIRBOAT 125	16.99
AK-47 AIRBOAT 126	16.99
AK-47 AIRBOAT 127	16.99
AK-47 AIRBOAT 128	16.99
AK-47 AIRBOAT 129	16.99
AK-47 AIRBOAT 130	16.99
AK-47 AIRBOAT 131	16.99
AK-47 AIRBOAT 132	16.99
AK-47 AIRBOAT 133	16.99
AK-47 AIRBOAT 134	16.99
AK-47 AIRBOAT 135	16.99
AK-47 AIRBOAT 136	16.99
AK-47 AIRBOAT 137	16.99
AK-47 AIRBOAT 138	16.99
AK-47 AIRBOAT 139	16.99
AK-47 AIRBOAT 140	16.99
AK-47 AIRBOAT 141	16.99
AK-47 AIRBOAT 142	16.99
AK-47 AIRBOAT 143	16.99
AK-47 AIRBOAT 144	16.99
AK-47 AIRBOAT 145	16.99
AK-47 AIRBOAT 146	16.99
AK-47 AIRBOAT 147	16.99
AK-47 AIRBOAT 148	16.99
AK-47 AIRBOAT 149	16.99
AK-47 AIRBOAT 150	16.99
AK-47 AIRBOAT 151	16.99
AK-47 AIRBOAT 152	16.99
AK-47 AIRBOAT 153	16.99
AK-47 AIRBOAT 154	16.99
AK-47 AIRBOAT 155	16.99
AK-47 AIRBOAT 156	16.99
AK-47 AIRBOAT 157	16.99
AK-47 AIRBOAT 158	16.99
AK-47 AIRBOAT 159	16.99
AK-47 AIRBOAT 160	16.99
AK-47 AIRBOAT 161	16.99
AK-47 AIRBOAT 162	16.99
AK-47 AIRBOAT 163	16.99
AK-47 AIRBOAT 164	16.99
AK-47 AIRBOAT 165	16.99
AK-47 AIRBOAT 166	16.99
AK-47 AIRBOAT 167	16.99
AK-47 AIRBOAT 168	16.99
AK-47 AIRBOAT 169	16.99
AK-47 AIRBOAT 170	16.99
AK-47 AIRBOAT 171	16.99
AK-47 AIRBOAT 172	16.99
AK-47 AIRBOAT 173	16.99
AK-47 AIRBOAT 174	16.99
AK-47 AIRBOAT 175	16.99
AK-47 AIRBOAT 176	16.99
AK-47 AIRBOAT 177	16.99
AK-47 AIRBOAT 178	16.99
AK-47 AIRBOAT 179	16.99
AK-47 AIRBOAT 180	16.99
AK-47 AIRBOAT 181	16.99
AK-47 AIRBOAT 182	16.99
AK-47 AIRBOAT 183	16.99
AK-47 AIRBOAT 184	16.99
AK-47 AIRBOAT 185	16.99
AK-47 AIRBOAT 186	16.99
AK-47 AIRBOAT 187	16.99
AK-47 AIRBOAT 188	16.99
AK-47 AIRBOAT 189	16.99
AK-47 AIRBOAT 190	16.99
AK-47 AIRBOAT 191	16.99
AK-47 AIRBOAT 192	16.99
AK-47 AIRBOAT 193	16.99
AK-47 AIRBOAT 194	16.99
AK-47 AIRBOAT 195	16.99
AK-47 AIRBOAT 196	16.99
AK-47 AIRBOAT 197	16.99
AK-47 AIRBOAT 198	16.99
AK-47 AIRBOAT 199	16.99
AK-47 AIRBOAT 200	16.99
AK-47 AIRBOAT 201	16.99
AK-47 AIRBOAT 202	16.99
AK-47 AIRBOAT 203	16.99
AK-47 AIRBOAT 204	16.99
AK-47 AIRBOAT 205	16.99
AK-47 AIRBOAT 206	16.99
AK-47 AIRBOAT 207	16.99
AK-47 AIRBOAT 208	16.99
AK-47 AIRBOAT 209	16.99
AK-47 AIRBOAT 210	16.99
AK-47 AIRBOAT 211	16.99
AK-47 AIRBOAT 212	16.99
AK-47 AIRBOAT 213	16.99
AK-47 AIRBOAT 214	16.99
AK-47 AIRBOAT 215	16.99
AK-47 AIRBOAT 216	16.99
AK-47 AIRBOAT 217	16.99
AK-47 AIRBOAT 218	16.99
AK-47 AIRBOAT 219	16.99
AK-47 AIRBOAT 220	16.99
AK-47 AIRBOAT 221	16.99
AK-47 AIRBOAT 222	16.99
AK-47 AIRBOAT 223	16.99
AK-47 AIRBOAT 224	16.99
AK-47 AIRBOAT 225	16.99
AK-47 AIRBOAT 226	16.99
AK-47 AIRBOAT 227	16.99
AK-47 AIRBOAT 228	16.99
AK-47 AIRBOAT 229	16.99
AK-47 AIRBOAT 230	16.99
AK-47 AIRBOAT 231	16.99
AK-47 AIRBOAT 232	16.99
AK-47 AIRBOAT 233	16.99
AK-47 AIRBOAT 234	16.99
AK-47 AIRBOAT 235	16.99
AK-47 AIRBOAT 236	16.99
AK-47 AIRBOAT 237	16.99
AK-47 AIRBOAT 238	16.99
AK-47 AIRBOAT 239	16.99
AK-47 AIRBOAT 240	16.99
AK-47 AIRBOAT 241	16.99
AK-47 AIRBOAT 242	16.99
AK-47 AIRBOAT 243	16.99
AK-47 AIRBOAT 244	16.99
AK-47 AIRBOAT 245	16.99
AK-47 AIRBOAT 246	16.99
AK-47 AIRBOAT 247	16.99
AK-47 AIRBOAT 248	16.99
AK-47 AIRBOAT 249	16.99
AK-47 AIRBOAT 250	16.99
AK-47 AIRBOAT 251	16.99
AK-47 AIRBOAT 252	16.99
AK-47 AIRBOAT 253	16.99
AK-47 AIRBOAT 254	16.99
AK-47 AIRBOAT 255	16.99
AK-47 AIRBOAT 256	16.99
AK-47 AIRBOAT 257	16.99
AK-47 AIRBOAT 258	16.99
AK-47 AIRBOAT 259	16.99
AK-47 AIRBOAT 260	16.99
AK-47 AIRBOAT 261	16.99
AK-47 AIRBOAT 262	16.99
AK-47 AIRBOAT 263	16.99
AK-47 AIRBOAT 264	16.99
AK-47 AIRBOAT 265	16.99
AK-47 AIRBOAT 266	16.99
AK-47 AIRBOAT 267	16.99
AK-47 AIRBOAT 268	16.99
AK-47 AIRBOAT 269	16.99
AK-47 AIRBOAT 270	16.99
AK-47 AIRBOAT 271	16.99
AK-47 AIRBOAT 272	16.99
AK-47 AIRBOAT 273	16.99
AK-47 AIRBOAT 274	16.99
AK-47 AIRBOAT 275	16.99
AK-47 AIRBOAT 276	16.99
AK-47 AIRBOAT 277	16.99
AK-47 AIRBOAT 278	16.99
AK-47 AIRBOAT 279	16.99
AK-47 AIRBOAT 280	16.99
AK-47 AIRBOAT 281	16.99
AK-47 AIRBOAT 282	16.99
AK-47 AIRBOAT 283	16.99
AK-47 AIRBOAT 284	16.99
AK-47 AIRBOAT 285	16.99
AK-47 AIRBOAT 286	16.99
AK-47 AIRBOAT 287	16.99
AK-47 AIRBOAT 288	16.99
AK-47 AIRBOAT 289	16.99
AK-47 AIRBOAT 290	16.99
AK-47 AIRBOAT 291	16.99
AK-47 AIRBOAT 292	16.99
AK-47 AIRBOAT 293	16.99
AK-47 AIRBOAT 294	16.99
AK-47 AIRBOAT 295	16.99
AK-47 AIRBOAT 296	16.99
AK-47 AIRBOAT 297	16.99
AK-47 AIRBOAT 298	16.99
AK-47 AIRBOAT 299	16.99
AK-47 AIRBOAT 300	16.99
AK-47 AIRBOAT 301	16.99
AK-47 AIRBOAT 302	16.99
AK-47 AIRBOAT 303	16.99
AK-47 AIRBOAT 304	16.99
AK-47 AIRBOAT 305	16.99
AK-47 AIRBOAT 306	16.99
AK-47 AIRBOAT 307	16.99
AK-47 AIRBOAT 308	16.99
AK-47 AIRBOAT 309	16.99
AK-47 AIRBOAT 310	16.99
AK-47 AIRBOAT 311	16.99
AK-47 AIRBOAT 312	16.99
AK-47 AIRBOAT 313	16.99
AK-47 AIRBOAT 314	16.99
AK-47 AIRBOAT 315	16.99
AK-47 AIRBOAT 316	16.99
AK-47 AIRBOAT 317	16.99
AK-47 AIRBOAT 318	16.99
AK-47 AIRBOAT 319	16.99
AK-47 AIRBOAT 320	16.99
AK-47 AIRBOAT 321	16.99
AK-47 AIRBOAT 322	16.99
AK-47 AIRBOAT 323	16.99
AK-47 AIRBOAT 324	16.99
AK-47 AIRBOAT 325	16.99
AK-47 AIRBOAT 326</td	

## COMMODORE AMIGA A1200 DESKTOP DYNAMITE PACK PLUS FOUR FREE GAMES



4 TOP  
GAMES  
WORTH  
OVER  
£100  
**FREE**

AMIGA A1200 2/D DYNAMITE 5\* PACK  
WITH WORDWORTH 2.0 AGA WORD PROCESSOR,  
DELUXE PAINT IV AGA, PRINT MANAGER, OSCAR,  
DENNIS, COMPUTER WITH 2 MB RAM, 32 BIT 68020 14  
MHz ETC. 1 YEAR IN-HOME SERVICE.  
FREE ELITE 2, BATMAN, LEMMINGS 2 &  
CIVILISATION AGA SOFTWARE

325.99

### A1200 DESKTOP DYNAMITE PACK AS ABOVE WITH INTERNAL 2.5" HARD DRIVES

A1200 COMPUTER + 90 MB INTERNAL 2.5" HARD DRIVE ... 499.99  
A1200 COMPUTER + 127 MB INTERNAL 2.5" HARD DRIVE ... 549.99  
A1200 COMPUTER + 200 MB INTERNAL 2.5" HARD DRIVE ... 599.99  
A1200 COMPUTER + 340 MB INTERNAL 2.5" HARD DRIVE ... 749.99

**ALL WITH FREE ELITE 2, BATMAN, LEMMINGS 2 &  
CIVILISATION AGA GAMES**

## COMMODORE AMIGA A1200 LEMMINGS PACK



WITH FREE  
LEMMINGS &  
DELUXE PAINT 3

AMIGA A1200 10 LEMMINGS PACK  
COMPUTER WITH 2 MB RAM,  
32 BIT 68020 14 MHz PROCESSOR, MOUSE,  
BUILT-IN TV MODULATOR  
AND 1 YEAR IN-HOME SERVICE WARRANTY.  
WITH LEMMINGS AND  
DELUXE PAINT 3. .... 275.99

### A1200 LEMMINGS PACK AS ABOVE WITH INTERNAL 2.5" HARD DRIVES

A1200 COMPUTER + 84 MB INTERNAL 2.5" HARD DRIVE ... 415.99  
A1200 COMPUTER + 120 MB INTERNAL 2.5" HARD DRIVE ... 439.99  
A1200 COMPUTER + 172 MB INTERNAL 2.5" HARD DRIVE ... 489.99  
A1200 COMPUTER + 200 MB INTERNAL 2.5" HARD DRIVE ... 539.99

**ALL WITH FREE LEMMINGS AND  
DELUXE PAINT3 SOFTWARE**

## COMMODORE AMIGA A600 LEMMINGS PACK

## OVERDRIVE HIGH SPEED HARD DRIVES FOR AMIGA A1200

\* INCREASINGLY FAST  
\* STYLED TO MATCH AMIGA  
\* 100% COMPATIBLE WITH DRIVE  
\* EASY INSTALLATION - PLUGS INTO PCMCIA SLOT  
\* 100% COMPATIBILITY TIME 1024  
\* 1 YEAR WARRANTY  
\* AG TOOLS AND 1 YEAR WARRANTY.

**DOES NOT INVALIDATE WARRANTY**

OVERDRIVE 120 MB HIGH SPEED HARD DRIVE FOR AMIGA A1200 ... 260.99  
OVERDRIVE 210 MB HIGH SPEED HARD DRIVE FOR AMIGA A1200 ... 305.99  
OVERDRIVE 310 MB HIGH SPEED HARD DRIVE FOR AMIGA A1200 ... 365.99  
OVERDRIVE 410 MB HIGH SPEED HARD DRIVE FOR AMIGA A1200 ... 425.99

## CONNER HARD DRIVES FOR AMIGA A1200 & A600

\* 100% COMPATIBLE WITH AMIGA A1200 & A600  
\* HIGH SPEED 2.5" DRIVE, 10 MS ACCESS TIME (APPROX), 256 CACHE  
\* AND ONE YEAR WARRANTY. KIT COMPLETE  
\* WITH CABLE, POWER ADAPTOR AND THE WARRANTY.

CONNER 64 MB HARD DRIVE FOR AMIGA A1200 ... 129.99  
CONNER 64 MB HARD DRIVE FOR AMIGA A600 ... 129.99

## NEW AMIGA CD32 SPECTACULAR VOYAGE PACK

**CONSOLE SALE : INCLUDING OVER 40 MEGADEVICE  
TITLES AT UNDER £20 EACH - PLEASE CALL**

## SEGA MEGADEVIVES FROM £95.99

GENUINE UK VERSIONS  
MEGADEVICE 2 MODEL 2 ... 104.99  
MEGADEVICE 2 MODEL 3 ... 104.99  
MEGADEVICE 3 PLUS ... 104.99  
MEGADEVICE 4 ... 104.99  
MEGADEVICE 4 BASIC ... 104.99  
MEGADEVICE PORTADA UPGRADE FOR  
MEGADEVICE 2, 3 & 4 ... 104.99  
MEGADEVICE 4 BASIC ... 104.99  
SMART CARD TO SD. THESE ARE NOT  
TESTED OR WORKING. PLEASE CALL  
US AS OOS, ONLY AS RARE ... 104.99

**WORK CENTRES**  
FRONTEND WORKSTATION - AMIGA 4000  
MONITOR STAND WITH EXTRA  
POWER SUPPLY, KEYBOARD, MONITOR  
ADAPTER, KEYBOARD, CORDS &  
ACCESSORIES. CUSTOM FTS DESIGN  
FOR AMIGA 1200 ... 33.99  
FRONTEND WORKSTATION  
FOR AMIGA 1200, 4000 &  
CONTRAST CONTROL ... 33.99  
FRONTEND WORKSTATION  
FOR AMIGA 1200 ... 33.99

**DISK DRIVES**  
EXTERNAL 3.5" 10MB DISK ANY  
HDD WITH SONY/CROWN DRIVE  
CAPACITY, QUIET, HIGH QUALITY, SLIM  
DESIGN, 100% COMPATIBLE WITH MOST  
MACHINES. 10MB, 20MB, 30MB,  
50MB & LONG LIFE ... 33.99

**SOUND EQUIPMENT**  
SCREENCAST 2 STEREO SPEAKERS 15.99  
SONY 3.5" DISKS WITH LABELS  
WITH BUILT-IN AMPLIFIER  
AND VOLUME CONTROL ... 27.99

## SONY

DISCO 3.5" DISKS  
WITH LABELS

PACK OF 50

22.99

## GAME GEAR WITH SONIC 3

2 CHAMPIONSHIP TENNIS,  
FELTICKY KICK, COLLAPSUS  
AND OTHER GAMES. ALSO  
SAVE OVER £10 ON PGP  
AND GAMES ADAPTERS.  
INCLUDES 16 BIT  
GAME GEAR GAME

**GAME GEAR GAMES**  
COLLECTOR'S EDITION ... 36.99  
MICRO MACHINES ... 36.99  
MORTAL KOMBAT ... 36.99  
SCOOBY DOO ... 36.99  
SEGA CHAOS ... 36.99  
VGA JAM ... 36.99

**SONY KMF1400 (GREY)** ... 194.99  
**SONY KMF1400 (WHITE)** ... 194.99  
**SONY KMF4101/FASTER** ... 244.99

**SONY KMF1400 (GREY)** ... 194.99  
**SONY KMF1400 (WHITE)** ... 194.99  
**SONY KMF4101/FASTER** ... 244.99

**COMMODORE AMIGA A4000 COMPLETE £995.99**

**CONSOLE SALE - INCLUDING OVER 40 MEGADEVICE TITLES AT  
UNDER £20 EACH - CALL FOR A FREE CATALOGUE**

## Special Reserve The Discount Club

**JOIN now from just £4.00**

### READ Special Reserve Magazine

48 Page Magazine (Sub magazine sent bi-monthly to members  
of the Special Reserve Club). Contains:  
? CHOOSE from our Huge Selection

### BUT at Best Possible Prices

Just one purchase from Special Reserve will normally  
save you the cost of joining. Top discounts on all products.

### SAVE with our Special Deals

Always hundreds of Special Reserve Offers. Top games at  
prices you won't believe and hardware at amazing reductions.

### SAVE MORE with our X5 Coupons

Money-off coupons worth over £100 a year off top games.

You'll find them on the back page of each club magazine.

### AND ENTER our FREE competitions

Six reasons why over 200,000 people have joined

Special Reserve, the biggest games club in the World!

We only supply members but you can order as you  
just send in the form below or phone. There's no obligation to buy.

**0279 600204**

OPEN to 8pm DAILY or by Fax on: 0279 726642  
FREE 16-PAGE COLOUR CATALOGUE - JUST ASK

### CLUB SHOPS

OPEN TUE THU SEVEN DAYS A WEEK  
CHELMSFORD - 43 Bromfield Rd  
Just across the corner from the bus station  
SAWBRIDGEWORTH - The Mallings  
200 metres from the train station

**SUPER 10000  
STREET FIGHTER  
TURBO PACK**  
WITH STREET FIGHTER TURBO GAME  
AND CONTROLLER ... 59.99

**ATARI JAGUAR 64-BIT CONSOLE**  
WITH JOYPAD AND CYBERBEAST GAME  
AND CONTROLLER EXCLUSIVELY IN JUNE  
FIRST COME FIRST SERVED  
GENUINE UK VERSION ... 229.99

**MEMBERSHIP FEES**  
UK MEMBERS  
4 MONTHS  
6 MONTHS  
ONE YEAR  
TWO YEARS  
THREE YEARS  
FREE MEMBER  
£4.00  
£6.00  
£9.00  
£16.00  
£26.00  
£36.00

All prices include VAT and carriage to UK mainland.  
See terms of order for international delivery charges.  
Please print in BLOCK CAPITALS

Name \_\_\_\_\_

Addressee \_\_\_\_\_

Postcode \_\_\_\_\_

Phone \_\_\_\_\_ Machine \_\_\_\_\_

Enter membership number if applicable or  
NEW MEMBERSHIP FEE (ANNUAL £1.00)

Item \_\_\_\_\_

Item \_\_\_\_\_

Item \_\_\_\_\_

Item \_\_\_\_\_

Item \_\_\_\_\_

ALL PRICES INCLUDE UK POSTAGE & VAT

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No. \_\_\_\_\_)

Card expiry date \_\_\_\_\_ Signature \_\_\_\_\_

Cheques payable to: **SPECIAL RESERVE**

P.O. BOX 847, HARLOW, CM21 9PH

**Overseas Orders Surcharge (£C or £W)**

Software £1.00, Games £2.00, Books £2.00  
please add 20%. Overseas items supplied to UK mainland only.

Overseas orders must be paid by credit card.

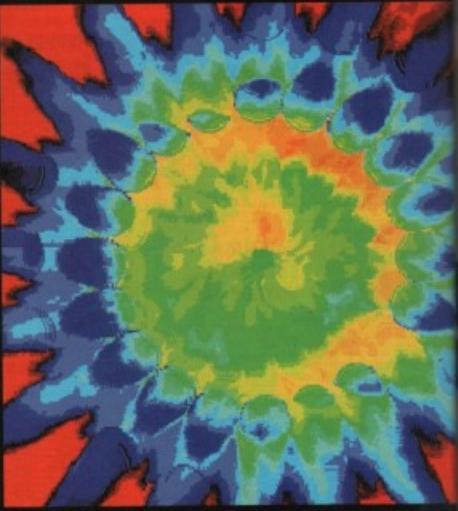
We sell games and peripherals at an amazing prices for Megadrive,  
Sega CD, Super CD, CD-i, CD32, Amiga 1200, Amiga 4000, Amiga 2000, Amiga 3000, Amiga 5000, Amiga 600, Amiga 700, Amiga 800, Amiga 1000, Amiga 1200, Amiga 1300, Amiga 1400, Amiga 1500, Amiga 1600, Amiga 1700, Amiga 1800, Amiga 1900, Amiga 2000, Amiga 2100, Amiga 2200, Amiga 2300, Amiga 2400, Amiga 2500, Amiga 2600, Amiga 2700, Amiga 2800, Amiga 2900, Amiga 3000, Amiga 3100, Amiga 3200, Amiga 3300, Amiga 3400, Amiga 3500, Amiga 3600, Amiga 3700, Amiga 3800, Amiga 3900, Amiga 4000, Amiga 4100, Amiga 4200, Amiga 4300, Amiga 4400, Amiga 4500, Amiga 4600, Amiga 4700, Amiga 4800, Amiga 4900, Amiga 5000, Amiga 5100, Amiga 5200, Amiga 5300, Amiga 5400, Amiga 5500, Amiga 5600, Amiga 5700, Amiga 5800, Amiga 5900, Amiga 6000, Amiga 6100, Amiga 6200, Amiga 6300, Amiga 6400, Amiga 6500, Amiga 6600, Amiga 6700, Amiga 6800, Amiga 6900, Amiga 7000, Amiga 7100, Amiga 7200, Amiga 7300, Amiga 7400, Amiga 7500, Amiga 7600, Amiga 7700, Amiga 7800, Amiga 7900, Amiga 8000, Amiga 8100, Amiga 8200, Amiga 8300, Amiga 8400, Amiga 8500, Amiga 8600, Amiga 8700, Amiga 8800, Amiga 8900, Amiga 9000, Amiga 9100, Amiga 9200, Amiga 9300, Amiga 9400, Amiga 9500, Amiga 9600, Amiga 9700, Amiga 9800, Amiga 9900, Amiga 10000, Amiga 10100, Amiga 10200, Amiga 10300, Amiga 10400, Amiga 10500, Amiga 10600, Amiga 10700, Amiga 10800, Amiga 10900, Amiga 11000, Amiga 11100, Amiga 11200, Amiga 11300, Amiga 11400, Amiga 11500, Amiga 11600, Amiga 11700, Amiga 11800, Amiga 11900, Amiga 12000, Amiga 12100, Amiga 12200, Amiga 12300, Amiga 12400, Amiga 12500, Amiga 12600, Amiga 12700, Amiga 12800, Amiga 12900, Amiga 13000, Amiga 13100, Amiga 13200, Amiga 13300, Amiga 13400, Amiga 13500, Amiga 13600, Amiga 13700, Amiga 13800, Amiga 13900, Amiga 14000, Amiga 14100, Amiga 14200, Amiga 14300, Amiga 14400, Amiga 14500, Amiga 14600, Amiga 14700, Amiga 14800, Amiga 14900, Amiga 15000, Amiga 15100, Amiga 15200, Amiga 15300, Amiga 15400, Amiga 15500, Amiga 15600, Amiga 15700, Amiga 15800, Amiga 15900, Amiga 16000, Amiga 16100, Amiga 16200, Amiga 16300, Amiga 16400, Amiga 16500, Amiga 16600, Amiga 16700, Amiga 16800, Amiga 16900, Amiga 17000, Amiga 17100, Amiga 17200, Amiga 17300, Amiga 17400, Amiga 17500, Amiga 17600, Amiga 17700, Amiga 17800, Amiga 17900, Amiga 18000, Amiga 18100, Amiga 18200, Amiga 18300, Amiga 18400, Amiga 18500, Amiga 18600, Amiga 18700, Amiga 18800, Amiga 18900, Amiga 19000, Amiga 19100, Amiga 19200, Amiga 19300, Amiga 19400, Amiga 19500, Amiga 19600, Amiga 19700, Amiga 19800, Amiga 19900, Amiga 20000, Amiga 20100, Amiga 20200, Amiga 20300, Amiga 20400, Amiga 20500, Amiga 20600, Amiga 20700, Amiga 20800, Amiga 20900, Amiga 21000, Amiga 21100, Amiga 21200, Amiga 21300, Amiga 21400, Amiga 21500, Amiga 21600, Amiga 21700, Amiga 21800, Amiga 21900, Amiga 22000, Amiga 22100, Amiga 22200, Amiga 22300, Amiga 22400, Amiga 22500, Amiga 22600, Amiga 22700, Amiga 22800, Amiga 22900, Amiga 23000, Amiga 23100, Amiga 23200, Amiga 23300, Amiga 23400, Amiga 23500, Amiga 23600, Amiga 23700, Amiga 23800, Amiga 23900, Amiga 24000, Amiga 24100, Amiga 24200, Amiga 24300, Amiga 24400, Amiga 24500, Amiga 24600, Amiga 24700, Amiga 24800, Amiga 24900, Amiga 25000, Amiga 25100, Amiga 25200, Amiga 25300, Amiga 25400, Amiga 25500, Amiga 25600, Amiga 25700, Amiga 25800, Amiga 25900, Amiga 26000, Amiga 26100, Amiga 26200, Amiga 26300, Amiga 26400, Amiga 26500, Amiga 26600, Amiga 26700, Amiga 26800, Amiga 26900, Amiga 27000, Amiga 27100, Amiga 27200, Amiga 27300, Amiga 27400, Amiga 27500, Amiga 27600, Amiga 27700, Amiga 27800, Amiga 27900, Amiga 28000, Amiga 28100, Amiga 28200, Amiga 28300, Amiga 28400, Amiga 28500, Amiga 28600, Amiga 28700, Amiga 28800, Amiga 28900, Amiga 29000, Amiga 29100, Amiga 29200, Amiga 29300, Amiga 29400, Amiga 29500, Amiga 29600, Amiga 29700, Amiga 29800, Amiga 29900, Amiga 30000, Amiga 30100, Amiga 30200, Amiga 30300, Amiga 30400, Amiga 30500, Amiga 30600, Amiga 30700, Amiga 30800, Amiga 30900, Amiga 31000, Amiga 31100, Amiga 31200, Amiga 31300, Amiga 31400, Amiga 31500, Amiga 31600, Amiga 31700, Amiga 31800, Amiga 31900, Amiga 32000, Amiga 32100, Amiga 32200, Amiga 32300, Amiga 32400, Amiga 32500, Amiga 32600, Amiga 32700, Amiga 32800, Amiga 32900, Amiga 33000, Amiga 33100, Amiga 33200, Amiga 33300, Amiga 33400, Amiga 33500, Amiga 33600, Amiga 33700, Amiga 33800, Amiga 33900, Amiga 34000, Amiga 34100, Amiga 34200, Amiga 34300, Amiga 34400, Amiga 34500, Amiga 34600, Amiga 34700, Amiga 34800, Amiga 34900, Amiga 35000, Amiga 35100, Amiga 35200, Amiga 35300, Amiga 35400, Amiga 35500, Amiga 35600, Amiga 35700, Amiga 35800, Amiga 35900, Amiga 36000, Amiga 36100, Amiga 36200, Amiga 36300, Amiga 36400, Amiga 36500, Amiga 36600, Amiga 36700, Amiga 36800, Amiga 36900, Amiga 37000, Amiga 37100, Amiga 37200, Amiga 37300, Amiga 37400, Amiga 37500, Amiga 37600, Amiga 37700, Amiga 37800, Amiga 37900, Amiga 38000, Amiga 38100, Amiga 38200, Amiga 38300, Amiga 38400, Amiga 38500, Amiga 38600, Amiga 38700, Amiga 38800, Amiga 38900, Amiga 39000, Amiga 39100, Amiga 39200, Amiga 39300, Amiga 39400, Amiga 39500, Amiga 39600, Amiga 39700, Amiga 39800, Amiga 39900, Amiga 40000, Amiga 40100, Amiga 40200, Amiga 40300, Amiga 40400, Amiga 40500, Amiga 40600, Amiga 40700, Amiga 40800, Amiga 40900, Amiga 41000, Amiga 41100, Amiga 41200, Amiga 41300, Amiga 41400, Amiga 41500, Amiga 41600, Amiga 41700, Amiga 41800, Amiga 41900, Amiga 42000, Amiga 42100, Amiga 42200, Amiga 42300, Amiga 42400, Amiga 42500, Amiga 42600, Amiga 42700, Amiga 42800, Amiga 42900, Amiga 43000, Amiga 43100, Amiga 43200, Amiga 43300, Amiga 43400, Amiga 43500, Amiga 43600, Amiga 43700, Amiga 43800, Amiga 43900, Amiga 44000, Amiga 44100, Amiga 44200, Amiga 44300, Amiga 44400, Amiga 44500, Amiga 44600, Amiga 44700, Amiga 44800, Amiga 44900, Amiga 45000, Amiga 45100, Amiga 45200, Amiga 45300, Amiga 45400, Amiga 45500, Amiga 45600, Amiga 45700, Amiga 45800, Amiga 45900, Amiga 46000, Amiga 46100, Amiga 46200, Amiga 46300, Amiga 46400, Amiga 46500, Amiga 46600, Amiga 46700, Amiga 46800, Amiga 46900, Amiga 47000, Amiga 47100, Amiga 47200, Amiga 47300, Amiga 47400, Amiga 47500, Amiga 47600, Amiga 47700, Amiga 47800, Amiga 47900, Amiga 48000, Amiga 48100, Amiga 48200, Amiga 48300, Amiga 48400, Amiga 48500, Amiga 48600, Amiga 48700, Amiga 48800, Amiga 48900, Amiga 49000, Amiga 49100, Amiga 49200, Amiga 49300, Amiga 49400, Amiga 49500, Amiga 49600, Amiga 49700, Amiga 49800, Amiga 49900, Amiga 50000, Amiga 50100, Amiga 50200, Amiga 50300, Amiga 50400, Amiga 50500, Amiga 50600, Amiga 50700, Amiga 50800, Amiga 50900, Amiga 51000, Amiga 51100, Amiga 51200, Amiga 51300, Amiga 51400, Amiga 51500, Amiga 51600, Amiga 51700, Amiga 51800, Amiga 51900, Amiga 52000, Amiga 52100, Amiga 52200, Amiga 52300, Amiga 52400, Amiga 52500, Amiga 52600, Amiga 52700, Amiga 52800, Amiga 52900, Amiga 53000, Amiga 53100, Amiga 53200, Amiga 53300, Amiga 53400, Amiga 53500, Amiga 53600, Amiga 53700, Amiga 53800, Amiga 53900, Amiga 54000, Amiga 54100, Amiga 54200, Amiga 54300, Amiga 54400, Amiga 54500, Amiga 54600, Amiga 54700, Amiga 54800, Amiga 54900, Amiga 55000, Amiga 55100, Amiga 55200, Amiga 55300, Amiga 55400, Amiga 55500, Amiga 55600, Amiga 55700, Amiga 55800, Amiga 55900, Amiga 56000, Amiga 56100, Amiga 56200, Amiga 56300, Amiga 56400, Amiga 56500, Amiga 56600, Amiga 56700, Amiga 56800, Amiga 56900, Amiga 57000, Amiga 57100, Amiga 57200, Amiga 57300, Amiga 57400, Amiga 57500, Amiga 57600, Amiga 57700, Amiga 57800, Amiga 57900, Amiga 58000, Amiga 58100, Amiga 58200, Amiga 58300, Amiga 58400, Amiga 58500, Amiga 58600, Amiga 58700, Amiga 58800, Amiga 58900, Amiga 59000, Amiga 59100, Amiga 59200, Amiga 59300, Amiga 59400, Amiga 59500, Amiga 59600, Amiga 59700, Amiga 59800, Amiga 59900, Amiga 60000, Amiga 60100, Amiga 60200, Amiga 60300, Amiga 60400, Amiga 60500, Amiga 60600, Amiga 60700, Amiga 60800, Amiga 60900, Amiga 61000, Amiga 61100, Amiga 61200, Amiga 61300, Amiga 61400, Amiga 61500, Amiga 61600, Amiga 61700, Amiga 61800, Amiga 61900, Amiga 62000, Amiga 62100, Amiga 62200, Amiga 62300, Amiga 62400, Amiga 62500, Amiga 62600, Amiga 62700, Amiga 62800, Amiga 62900, Amiga 63000, Amiga 63100, Amiga 63200, Amiga 63300, Amiga 63400, Amiga 63500, Amiga 63600, Amiga 63700, Amiga 63800, Amiga 63900, Amiga 64000, Amiga 64100, Amiga 64200, Amiga 64300, Amiga 64400, Amiga 64500, Amiga 64600, Amiga 64700, Amiga 64800, Amiga 64900, Amiga 65000, Amiga 65100, Amiga 65200, Amiga 65300, Amiga 65400, Amiga 65500, Amiga 65600, Amiga 65700, Amiga 65800, Amiga 65900, Amiga 66000, Amiga 66100, Amiga 66200, Amiga 66300, Amiga 66400, Amiga 66500, Amiga 66600, Amiga 66700, Amiga 66800, Amiga 66900, Amiga 67000, Amiga 67100, Amiga 67200, Amiga 67300, Amiga 67400, Amiga 67500, Amiga 67600, Amiga 67700, Amiga 67800, Amiga 67900, Amiga 68000, Amiga 68100, Amiga 68200, Amiga 68300, Amiga 68400, Amiga 68500, Amiga 68600, Amiga 68700, Amiga 68800, Amiga 68900, Amiga 69000, Amiga 69100, Amiga 69200, Amiga 69300, Amiga 69400, Amiga 69500, Amiga 69600, Amiga 69700, Amiga 69800, Amiga 69900, Amiga 70000, Amiga 70100, Amiga 70200, Amiga 70300, Amiga 70400, Amiga 70500, Amiga 70600, Amiga 70700, Amiga 70800, Amiga 70900, Amiga 71000, Amiga 71100, Amiga 71200, Amiga 71300, Amiga 71400, Amiga 71500, Amiga 71600, Amiga 71700, Amiga 71800, Amiga 71900, Amiga 72000, Amiga 72100, Amiga 72200, Amiga 72300, Amiga 72400, Amiga 72500, Amiga 72600, Amiga 72700, Amiga 72800, Amiga 72900, Amiga 73000, Amiga 73100, Amiga 73200, Amiga 73300, Amiga 73400, Amiga 73500, Amiga 73600, Amiga 73700, Amiga 73800, Amiga 73900, Amiga 74000, Amiga 74100, Amiga 74200, Amiga 74300, Amiga 74400, Amiga 74500, Amiga 74600, Amiga 74700, Amiga 74800, Amiga 74900, Amiga 75000, Amiga 75100, Amiga

»



## AcidVIDEO

Shiny company logos are all very well, but there's a raw flipside to all of that corporate video stuff. It doesn't have a name yet - it's too whacked out to be squeezed into a cosy pigeon hole (although we've called it 'acid video'). It's the cutting edge of visual entertainment, and it's all happening thanks to the Amiga! Digital sound-samplers totally revolutionised pop music in the mid 80s - the Amiga is now doing the same for video. Weirdo videos are taking underground clubs and raves across the country to new-found heights, and you could be a part of it all.



**W**ith a few bits of kit, anyone can become an underground video jockey. The best thing about it, is that you don't need all that expensive high-end gear to knock out the kind of mind-bending images on these pages. You've probably already got enough to get started already. Just an Amiga and a copy of *Deluxe Paint 4* (or AGA) alone is a ticket to trip-out-city, if you know what buttons to push.

### KIT FOR STARTERS

Forget Time Base Correctors, Toasters, kettles and microwave ovens - you won't be needing that lot for now. Here's a list of what you will need to get started, followed by a list of extra kit that will expand your

options a great deal. You'll notice that both lists are reassuringly short.

#### BASIC KIT:

Any Amiga  
A home VCR  
*Deluxe Paint 4* (or AGA)

#### EXTRA KIT:

A genlock  
A chromakey  
A video digitiser  
A hard drive  
A second VCR  
A camcorder

Check out the buyers' guide for info on the extras that suit your budget.

#### WHAT IS IT?

It can be absolutely anything you want it to be - there are no rules. The

# **EXPLOSIVE SOCCER ACTION**

**32 Top footballing nations  
battle for soccer's biggest  
prize - The World Cup.**

The stage is set for the worlds best players to display their awesome skills. Flying Dutch wingers, Masterful Brazilian Playmakers, Powerful English targetmen. Every team plays differently and no two men perform in the same way.

## **KICK OFF 3 - A WHOLE NEW BALL GAME**



**AMIGA**

**PC COMPATIBLES**

Playmakers, Liberos, Sweepers give each nation a style of its own.

**KEY PLAYERS**

Switch your tactics and change the game.

**TEAM TALK**

The deafening sound of live soccer into your home.

**TOP LEVEL SOUND**

Control options to suit novice and master alike.

**INSTANT PLAYABILITY**

Over 2000 frames of animation.  
Fast flowing actions and multi-directional pitch scrolling.

Give the most realistic dead ball situations ever.

**THIRTY DIFFERENT SET PLAYS**

Individual & team practice  
Sharpen up your skills before the big kick off.



**ANCO**

Published by Anco Software Ltd, Unit 7, Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292513 Fax: 0322 293422

**ANCO**



technology to sample any moving or still image is now available at 'affordable' prices, and the options for synthesising your own visuals is limitless. The question isn't so much 'what is it?' as 'what isn't?'

### TECHNOHEAD VJs

We've all heard of DJs. Now there's a new breed of club entertainers: the VJ. Video Jockeys are the ones responsible for the visuals that are titillating the eyeballs of clubbers and ravers at the more experimental parties around the world.

People are actually taking their Amigas out and gigging with them, live and direct for the hoards of sweaty party people at club nights - like Andy Weatherall's Sabresonic, Heaven's Megapolis, The Ambient Club and stacks more regular and one-off events all over the country.

### HEX

Matt Black of Hex and Cold Cut, is one of the new breed of VJs currently doing the rounds with his

A1200, a copy of Deluxe Paint, and a couple of video decks. Mixing visuals from video tape with spontaneous animations, created on the fly with DPaint, he takes the visual stimulation a step further than the strobe and spinning lights of your average do. Wild explosions of colour from DPaint are cut up with the clinical animation of a ray-traced sphinx, which rotates and zooms around the screen cloaked in a mass of video feedback fuzz. Then there are the slogans that worm their way into the subconscious, and stop-frame digitised animation loops, not to mention all the rest of the weirdness that defies description.

Hex and Matt Black can be caught at various clubs and parties around the country. Check your flyers and the music press for forthcoming gigs.

### SP VISUALS

Steve and Pod are the S and P of SP Visuals. Using their Amigas to soothe the mind rather than hype it up, they supply the visuals for The Ambient Club, which has recently got off the ground in London. There's no wallet-busting hardware here - most of the images and animations are created on a single A1500 (I told you, any machine will do).

DPaint is the workhorse of the setup, responsible for most of the output. Inventive use of the animation features, and a good eye for what works has lead to them building up a bank of simple but very effective material.

SP Visuals are another collective who like to take their Amigas out with them and play live, but instead of relying on expensive video projectors to get their visuals to the masses, they use a clever concoction of slide projectors to combine transparencies of screens created on the Amiga.

For more info on SP Visuals, contact Pod on 081 341 0655, or Steve on 071 281 0512.

### DEEP EVOLUTION

Exactly one year ago, we ran a small piece on Deep Evolution, an enterprising pair who had just released a 20-minute video called CyberDream, which was made up mainly of fractal effects, with a few digitised anima-

tions thrown in to spice it all up. Twelve months on, and Deep Evolution have progressed to far more impressive things.

Vision man Alix Pennycuick and DJ Steve Griffiths are now up to all sorts of things. They're the ones responsible for turtle picture which is gracing our front cover this issue. Deep Evolution is now a major force in club visuals. From a humble set-up of an A500 and a video recorder, they've now expanded the system to include AGA Amigas and video digitising facilities. Provisionally titled Narcotic, the follow up to the CyberDream video looks like it'll be a massive leap forward, with all kinds of new effects and tricks coming into play.

The turtle shot is a frame from a looping animation, which sees the aqua-tortoise flying through a plane that has sky both above and beneath, converging at a horizon in the distance. The turtle was grabbed from a video, cut-out, and then put over the sky backdrop, which was mirrored to give the effect of a second sky on the ground. It's nothing you couldn't do with the simplest digitising setup, and looks just amazing when it moves!

Combinations of digitised images and rendered objects courtesy of Real 3D make up a lot of the rest of the video. Even more mind-twisting is the sequence that has a head being sucked down a plug-hole, and lightning fast tunnel sequences.

Steve and Alix have even written part of the 40 minute video's soundtrack with OctaMED, and mixed in other MIDI music and bits and pieces from Steve's vinyl collection.

The real test of all this is in a party situation, and so far, the boys have had no complaints. Playing out at some of the top nights in the North and Midlands, Deep Evolution have been entertaining the crowds with a variety of visuals, with techno-tunnels and computer generated imagery for the more ravey nights, through to short loops from old B-Movies, and digitised 'real world' images for the handbag clubs.

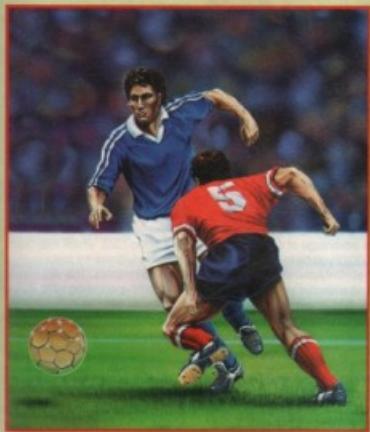
For more information on the forthcoming video, or the live Deep Evolution experience, contact Alix on 021 443 3223. Thanks go to UDO



Not just another ball game...!

# SIERRA SOCCER

World Challenge Edition



#### Features:

- 1 to 8 players
- Adjustable game duration of 2 to 20 minutes
- Over 500 team members, each with own ability levels
- 26 of the World's top teams
- Option to create over 40 new teams
- In-game substitution and formation changes
- VCR style replay includes slow-motion and freeze-frame
- Digital sound effects and speech
- Over 4000 animated player images
- Penalty shoot-outs
- Free-kick practice
- Ref., linesmen, physio and stretcher team animations
- And much, much more...!

#### Base configuration:

A500, 1 Mb of RAM  
Compatible with all Amigas including A500+, A600  
Enhancements for A1200, A3000 & A4000

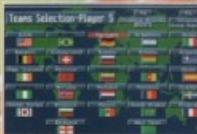
«Frankly it looks excellent» - «It's shaping up to be a cracker» - «In fact, Sierra Soccer could well turn out to be the dark horse of the season» - AMIGA ACTION

«An especially high level of artificial intelligence that really makes the players work like a team» - JOYSTICK

SIERRA SOCCER - World Challenge Edition is not just another ball game. It's a whole new concept in soccer simulation, with a level of realism never achieved before.

Dribbling, Heading, Passing, Shooting, Lobbing and Volleying, specially designed corner and free kick features combine to give you the most comprehensive playability in a soccer game to date.

So when the referee blow that whistle, try that diving header, take that spectacular free kick, make that great run through the middle and who knows, you could be good enough to make the World Challenge Cup Final!

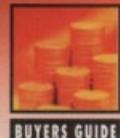


A **Dynamix** Production

**SIERRA®**

Sierra On-Line • 4 Brewery Court • Theale • Reading • Berks • RG7 5AJ • Telephone no : (0734) 303 171

© and/or TM designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.



# Buyers' guide

You've seen what the experts can create on their Amigas, now for the definitive guide on the hardware and software needed for Amiga video and graphics. Plus: A complete run down of the latest Amiga paint programs!

**W**ith the AGA chipset now pre-sent on all production Amigas, you might be forgiven for thinking that the demand for graphics cards would have diminished, but in reality more Amiga users than ever want to improve their visual style.

All the currently-available Amiga graphics cards offer true '24-bit' colour, which allows any pixel to be a colour picked from a palette of 16 million shades. Most of these cards work at very high resolution, and the better ones have a video output quality which is good enough for television companies to broadcast directly.

Graphics cards generally come with a paint program of some description, aimed at taking advantage of the superb colour range, and the extra speed made possible by the more direct way the colour data is stored.

All these cards are designed to fit inside a 'big box' Amiga, which rules out the A1200 and lesser machines. They provide an excellent way for A2000 and A3000 users to get better-than-AGA graphics. In general they all use an Amiga graphics standard called EGS, and if you are considering buying a graphics card you should try to get one that complies with EGS. This standard is a way of allowing different graphics cards to remain compatible. EGS creates a common set of library calls, which means any EGS program will run on any card. A popular EGS-compatible program

## Graphics Cards

is TV Paint. For value for money we recommend the Picasso II from First Computer.

### RETINA

One of the first true colour graphics cards, the Retina is still a bit special. Not only does it come with the embarrassingly-named VDPaint, but it also manages to emulate the Workbench display which means a single monitor is required. Many existing programs will run directly through the Retina system which makes integrating it into your own system quite easy. One of its strongest features is the ability to plug it into MacroSystem other's cards (VLab for example) to produce a very impressive image capture and display system.

Name: Retina  
Price: From £329  
Supplier: Amiga Centre Scotland  
Tel: 0896 87583

### PICASSO II

Widely hailed as the best general-purpose graphics card ever, the Picasso card is basically a drop-in replacement for the existing Amiga graphics chipset.

The video pass-through means you only need one monitor to see the improvements.

Although it is not the fastest card ever, the Picasso is probably the best at coping with the Amiga's standard Workbench system.

Recommended.  
Name: Picasso II  
Price: £299 (1Mb)  
£335 (2Mb)  
Supplier: First Computer Centre  
Tel: 0532 319444

### RAINBOW III

The Rainbow is one of the most expensive video cards ever, due to the rather generous 4Mb of high-speed video RAM (more than enough for multiple high resolution, true colour screens) and the extra fast graphics chip used. The fact that a 32-bit card requires an A3000 or A4000 in order to work may have something to do with it as well.

The Rainbow is also one of the fastest graphics cards available. It comes with EGS support as standard, which means a new-look

Workbench (but no software to run on it). It can use TV Paint.

Name: Rainbow III  
Price: £1699  
Supplier: ChartScreen  
Tel: 0425 475515

### SPECTRUM

It might be cheap, but the Spectrum is still one heck of a graphics card. It comes with either 1 or 2Mb of RAM, and can support the EGS standard. An on-board blitter keeps up the pace, and takes advantage of the new slots in an A4000 (if you have the right buster chip). Only one monitor is required, as a special video pass-through system is used.

Multiple cards can be fitted to the same Amiga, which allows for really huge multiple-monitor displays. It also runs TV Paint perfectly, so the Spectrum is one of the cheapest ways to get EGS compatibility.

Name: Spectrum  
Price: £349 (1Mb)  
£399 (2Mb)  
Supplier: Silica  
Tel: 081 309 1111

### OPALVISION

This was a card that promised so much – even as much as being the PAL answer to the video toaster. Sadly, not many of the promised options have become available, but it

remains a mighty fine graphics card. OpalVision comes with a vast hoard of support software which really puts the other cards to shame. The OpalPaint program is excellent (rivaling TVPaint2) and the other items of software demonstrate the ease with which the Opal system integrates with existing Amiga graphics. As it connects to the Amiga's internal video slot, an extra monitor isn't required.

Name: OpalVision  
Price: £350  
Supplier: Indi  
Tel: 0543 419 999

### HARLEQUIN

The Harlequin is a broadcast standard video card, which has been used many times by professional video companies. The video output is rock solid, and the list of features is impressive, with an internal 8-bit alpha channel and double buffering options. Software support is good too – most of the top graphics packages can be used with it.

A second monitor is needed to see what Harlequin is up to, but watching Real3D v2 using the card to render on a separate display is a great way to prove the Amiga's graphical dominance to passing PC users. There are many different versions of the Harlequin, each with differing amounts of video RAM and various optional genlocking options.

Name: Harlequin  
Price: From £800  
Supplier: Amiga Centre Scotland  
Tel: 0896 87583

## SPECIAL EFFECTS

**A** keyer is the shortened name of a 'chromakey', a miraculous video device which is used all the time in professional TV studios. A specific colour in a live video signal can be forced to become transparent, allowing the computer graphics underneath to show through. For example, in a TV studio a weather man or woman stands in front of a large blue sheet. The blue colour is keyed out, and replaced by a computer-generated weather map, complete with animated clouds and raindrops. Both CineMorph and Morph Plus are capable programs, although Morph Plus has our vote.

### ROCKKEY

This is provides about the best fun you can have with video and its uses will really only be limited by what you can dream up for it. If you want to make some professional looking demo videos, then you must get hold of one of these. You will also need to get hold of a normal genlock (the Rockkey looks well beside it). Getting the lighting right take time, but with lumakeying and chroma keying options, this is one smart box of tricks. If you already have a genlock, rush out and buy one of these now.

Name: Rockkey  
Price: £129.95  
Supplier: Silica  
Tel: 081 309 1111



## A SWITCH IN TIME?

**T**ime Base Corrector is essential if you need to combine two live video signals. The problem with video is that to mix it properly using fancy dissolves and overlays rather than basic edits, you need to synchronise the incoming signals perfectly. Each video frame changes fifty times a second, and the start of each frame from both sources must be matched perfectly. This is where a TBC comes in, providing the complex circuits needed to 'sync' together two video sources. The Amiga Centre Scotland have recently released their Tri-Code TBC, which is well worth investigating.

Name: **TriCode**

Price: **£TBA**

Supplier: **Amiga Centre Scotland**

Tel: **0896 87563**

Alternatively, GVP also produce a TBC, cunningly called the GVP TBC, which provides everything you'll need in a TBC - CU AMIGA will hopefully have a full review of these next month.

Name: **GVP TBC**

Price: **£TBA**

Supplier: **Silica**

Tel: **081 309 1111**

## GENLOCKS

**A** Genlock is a piece of hardware which is vital for superimposing computer graphics over real, live video. The mixing can be very difficult. The signals need to be synchronised, and certain colours in the computer video signal must be made transparent to allow the live video to show through.

The more you spend, the better the quality of the output signal, and the more features. With better genlocks it is possible to fade in and out one or both of the two images, pick the colour you want to make transparent or even invert the transparent colour. We strongly recommend the GVP G-Lock.

### MINIGEN

How can you possibly go wrong at this price? The Minigen is an ideal first genlock and will open the door to all sorts of video effects. The image quality, admittedly, is far from perfect, but it works well, especially with live video from a camcorder.

Name: **Minigen**

Price: **£49.95**

Supplier: **Lola Marketing**

Tel: **0858 880182**

### MINIGEN PLUS

Add £100 and you get some extra keying options, a fader and an extra RGB output for monitoring. The picture quality is better than the Minigen, but far from exceptional.

Name: **Minigen Plus**

Price: **£149.95**

Supplier: **Lola Marketing**

Tel: **0858 880182**

### ROCGEN PLUS

An altogether classier genlock, the Rocgen offers good image quality at a very reasonable price. It will fade and dissolve very smoothly, and is

worth the extra if you are thinking of getting into Desktop Video.

Name: **Rocgen Plus**

Price: **£149**

Supplier: **Silica**

Tel: **081 309 1111**

### VIDOCENTRE

Now here's something that looks a bit special - the VideoCentre from G2 costs a lot more, but delivers some really top-notch effects. It works with SVHS or normal VHS, and offers all the standard genlock features and more besides - a miniature joystick controls video 'windows' of different shapes and also some rather advanced wiping effects. A recent price cut makes it excellent value for more serious video buffs.

Name: **VideoCentre**

Price: **£495**

Supplier: **G2**

Tel: **0252 737151**

### G-LOCK

Possibly one of the most techie looking genlocks available is the G-Lock from GVP. Don't let the little-black-box put you off: there are more features crammed in here than a typical issue of CU AMIGA. Not only are the normal fading and mixing effects here in abundance, but the G-Lock will also cope with the much crisper SVHS video standard, as well as providing an integrated audio mixer. To top it all off, all G-Lock's features are totally under the software control of ARexx which makes it ideal for those willing to experiment. Definitely a bargain at the current price.

Name: **G-Lock**

Price: **£299**

Supplier: **Silica**

Tel: **081 309 1111**

# SCANNERS AND FRAME GRABBERS

**A**s far as computers are concerned, there are two types of images - those which appear as real live video, and digitised graphics. Turning one into the other is quite tricky, and will require extra hardware. If you want to use your computer and Deluxe Paint to process pictures taken from your video recorder or camcorder, you first need to digitise them. This process measures the levels of the primary colours: red, green and blue and uses this information to reconstruct the image on-screen in a standard image format. This image can then be loaded into a program such as Deluxe Paint for the customary adding of ridiculous moustaches. Some digitisers can even capture sequences of video, which can then be used for animation purposes.

For images which exist as printed pictures, such as an ordinary colour photograph, you'll need a scanner. Scanners come in two types: hand scanners, and flatbeds. Hand scanners, especially black and white ones, are relatively cheap. Their great advantage is that you don't need a video signal, any picture will do. Their disadvantage is the quality of picture isn't perfect. Simple line drawings work the best, but the results from hand scanning full-colour photographs won't be as good as pointing a video camera at the picture and digitising it.

On the other hand, flat bed scanners give astonishingly good results - much, much better than video. The larger ones operate a lot like photocopiers, and can capture pictures at very high resolutions (800 dots per inch for example) in true 24-bit colour. For digitizers we recommend VLAB, whilst the Epson GT6500 gets our recommendation for scanners.

### VLAB

From the same manufacturers as Retina, VLAB is an excellent piece of video grabbing hardware. It's available as a Zorro card, or as a box which connects to the parallel port, but the Zorro versions are a lot faster. Image quality is top notch, and the SVHS version can be used to digitise entire sequences of video by making several automated passes.

Name: **Vlab**

Price: **from £289**

Supplier: **Hobbyte**

Tel: **0727 856005**

### VIDI

Rombo seem to have been churning out high quality/low price video digi-



tisers for yonks now, and a large percentage of Amiga owners either have or want a Vidi12 for their Amiga. With care, the image capture quality is pretty good and as all models of VIDI can be upgraded they are a good place to start. The Real Time versions make capturing colour images from live video footage possible.

Name: **VIDI**

Price: **(Vidi12) £99.95**

(Vidi12RT) £199

(Vidi24RT) £299

Supplier: **Rombo**

Tel: **0506 414631**

### VIDEOMASTER

One of the first PCMCIA peripherals, VideoMaster will grab video frames and sound in real time directly into the memory of the A1200. If you experiment, you can create some amazing results, and the new software will allow standard IFF animations to be created. Videomaster will also grab colour full-sized screens with quality comparable or better than Vidi12.

Name: **Videomaster**

Price: **£79.97**

Supplier: **HiSoft**

Tel: **0525 718181**

### JX 100

With a scanning resolution of up to 2000DPI in 18-bit colour, this miniature flatbed gives some amazing results. The supplied software is a bit old these days, but ImageFX will drive it directly. Recommended.

Name: **JX100**

Price: **£399**

Supplier: **Silica**

Tel: **081 309 1111**

### EPSON GT6500/8000

For top of the range scanning, these Epson devices are the bee's knees. With scanning resolutions in the thousands of dots per inch, these devices will scan an A4 page for you in monochrome, greyscale or 24-bit colour. The ultimate!

Name: **GT6500/8000**

Price: **£599/£649**

Supplier: **Power**

Tel: **0234 273000**

# » IT'S ALL IN A TITLE

**O**wning a genlock is only half the story, you need software to help create and manage the graphics you wish to display. It's possible to get by with a program such as *Deluxe Paint*, but a dedicated titler is a better bet. These range from a program that does little more than allow text to be displayed in different fonts and moved up and down the screen, through to a true multimedia development platform which will handle animations and sound effects. For video titling it has to be *Video Stage Pro*.

## BIG ALTERNATIVE SCROLLER 2

Simple, fast and basic. Allows titles to be entered and displayed in a variety of ways, nothing complex, just simple and easy.

Name: Big Alternative Scroller 2  
Price: £59.99  
Supplier: Emerald  
Tel: 081 715 8866

## VIDEOSTAGE PRO

A great drag and click interface, and plenty of options makes the latest *VideoStage* more than capable of generating your titles.

With an *Arrex* compatible genlock such as GVP's *G-Lock*, some extremely advanced effects are quite possible.

Name: VideoStage Pro  
Price: TBA  
Supplier: Meridian  
Tel: 081 543 3500

## SCALA

More an authoring package than a video titling system, *Scala* is renowned for its ease of use and professional results.

Super smooth fonts with many different effects makes it the top of the range titler.

Name: Scala MM210  
Price: £149.99  
Supplier: Emerald  
Tel: 081 715 8866

# LET'S GET ANIMATED



Most paint programs handle animation as standard – certainly both *Deluxe Paint* and *Brilliance* can be used to knock up some high-quality shorts. There are, however, several programs which exist only to aid in the development of animators. These programs offer an 'onionskin' feature whereby previous frames can be seen faintly as you draw a new one, in the same way as a traditional animator would use several sheets of film stacked one on top of the other. If you're into animations then you should consider one of these, although we prefer the more pricey *Disney Animation Studio*.

## DISNEY ANIMATION STUDIO

A good place to start is the *Disney Animation Studio*. It offers many features a beginner will need, and can

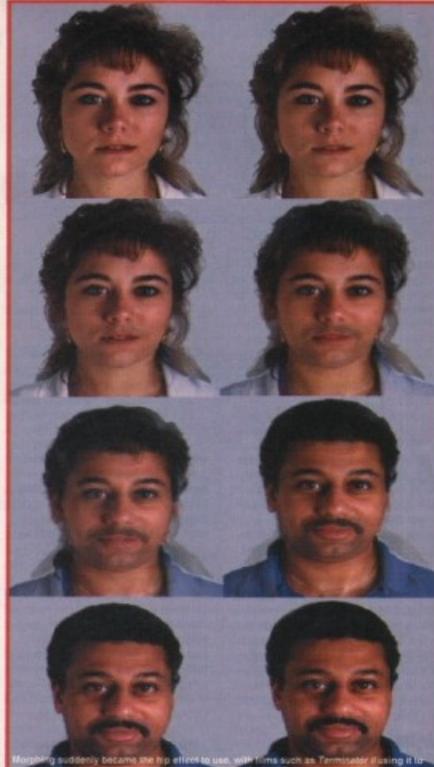
produce reasonable anims, although advanced users may find it limiting.

Name: Disney Animation Studio  
Price: £79.99  
Supplier: Infowares  
Tel: 071 730 6199

## HANNA BARBERA ANIMATION STUDIO

This package is aimed more at younger users, and as such doesn't have as many features or capabilities. It can still create some basic animations though. (See the review on page 108 of this issue for more details.)

Name: Hanna Barbera Animation Studio  
Price: £49.99  
Supplier: Empire  
Tel: 081 343 7337



Morphing suddenly became the hip effect to use, with films such as *Terminator 2* featuring endearing and similar effects can be done with the Amiga. This morph was created using *Cinemorph* from GVP.

# MORPHING CRAZY

**R**ecently everyone needed to be able to morph to images. Why exactly this was so is open to question, but suddenly the ability to transform two images over several steps has become a much sought after feature.

## CINEMORPH

GVP's first venture into software brought forth *CineMorph*, which is actually included in the image processing program *ImageFX*. It works by stretching a grid over the two images. The position of the points on the grid form focal points for the image transformation, and when done properly the finished animation is impressive.

Name: CineMorph  
Price: £25

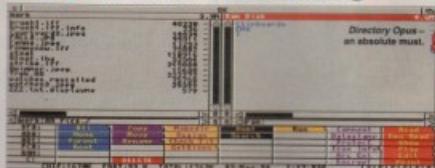
Supplier: Silica  
Tel: 081 309 1111

## MORPH PLUS

*MorphPlus* is the rival system from long-time Amiga graphics experts ASDG. *MorphPlus* is a set of extra plug-in operators for *The Art Department Professional*, and besides morphing (or warping), various other effects (spiral blur, twisting, perspective) are provided with typical *AdPro* control. *Arrex* makes creating complicated processes possible, although the animation support is still a little tricky to get to grips with.

Name: MorphPlus  
Price: £139.99  
Supplier: Silica  
Tel: 081 309 1111

# ESSENTIAL ITEMS



The following is a collection of general utilities and programs that CU AMIGA highly recommend. If you intend to work with graphics or video on your Amiga, you'll appreciate the power and flexibility that these programs provide.

## IMAGEFX

At last, a true rival for AdPro. *ImageFX* offers just about everything that *AdPro* does (load and save images in every file format you can think of, process the image in a zillion ways in between) but does it in a different way. The image is always displayed on-screen, which means you can actually draw on it or specify sections to process. You might prefer this approach, but somehow *AdPro* has a more stable feel to it.

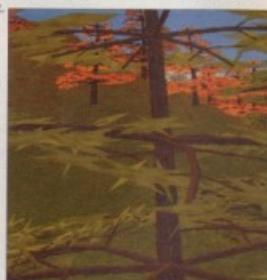
Name: **ImageFX**  
Price: £199  
Supplier: Silica  
Tel: 081 309 1111

## ART DEPARTMENT

The King of Amiga graphics programs has rightly been given its most impressive upgrade yet. Out is the familiar grey button festooned screen. In is the increasingly common multiple window freeform interface. The same features are here, but support for a multitude of graphics cards has been added. Still the best choice for all sorts of image manipulation.

Name: **Art Department Professional 2.5**  
Price: £199.95  
Supplier: Meridian  
Tel: 081 543 3500

With Amiga software such as *Visa* you too can create really pictures.



## VIDEO TOASTER

In America, the Video Toaster is the one peripheral which has sold more Amigas than any other. At one point, it was even possible to buy a complete Video Toaster system without knowing there was an Amiga inside. The Toaster is an NTSC-only video manipulation system. It offers just about everything that a professional TV studio or production house could need, from simple video editing to astonishing special effects which put dedicated equipment to shame. Included in the Toaster package is Lightwave, the most advanced 3D rendering system the Amiga has ever seen. More powerful than *Image* and *Real 3D* rolled into one, Lightwave has been used in many television programmes to generate everything from submarine invasions (*Seasteed 05V*) to spaceships (*Babylon 5*).

Now Amiga are currently in negotiations with several UK companies to establish a distribution network and make the Toaster and its powerful 3D image creation software - Lightwave - available in the UK. CU AMIGA will bring you full details just as soon as they are available.

## DIRECTORY OPUS

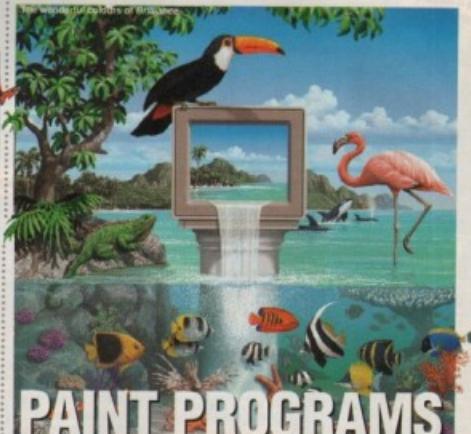
Possibly one of the most useful Amiga programs ever written, *Directory Opus* soon becomes a vital part of your Amiga. Not only does it make copying and moving files a lot easier, but you can view images, listen to samples, use archiving tools, alter dates and protection flags - in fact, anything you can do from the Shell or Workbench.

Name: **Directory Opus**  
Price: £49.95  
Supplier: Emerald  
Tel: 081 715 8866

## VISTA PRO

Vista is a program which can be surprisingly useful for quickly knocking up a few backdrops for genlocking or painting purposes. The 'Lite' version will work in only 2Mb of RAM which means even owners of unexpanded A1200s can experience the joys of terraforning.

Name: **VistaPro Lite**  
Price: £39.99  
Supplier: Emerald  
Tel: 081 715 8866



## PAINT PROGRAMS

The Amiga is very well served with excellent paint programs. Most borrow heavily from the grand-daddy of them all, *Deluxe Paint*, which is the standard against all others are judged. How do the current batch of programs compare? Would the contenders take to the ring please...

### DPaint

Price: £99.99  
Supplier: Electronic Arts  
Tel: 0753 549442

*DPaint* was originally the program chosen by Commodore to be included with Amigas - and remained so until recently. Over the years *DPaint* was upgraded and improved, to the extent that is now both powerful and very user friendly. It is probably one of the most used Amiga applications.

*DPaint* is a classic Amiga application with menus along the top, tool bar down the right-hand side and a drawing area in the middle. Pressing F10 on the keyboard removes the menu and toolbar allowing you to draw over the entire screen area. Features include all the basic drawing/painting tools you'll need, simple text entry control, flexible block handling (allowing you to cut, paste and distort sections of a picture), and a respectable number of image manipulation facilities letting you rescale, rotate, etc. You can also create small animations (dependent upon memory available). *DPaint* supports all the normal Amiga display modes and new enhanced AGA screen modes.

### PERSONAL PAINT

Price: £59.95  
Supplier: Meridian Distribution  
Tel: 081 543 3500

*Personal Paint* has now replaced *DPaint* as Commodore's chosen

graphics program and has a very similar

look and feel. Unfortunately, however, it doesn't support the AGA or HAM display resolutions or, for that matter, have any of *DPaint's* animation capability. The slow loading and saving times, and often confusing user interface may make you wonder why Commodore even considered *Personal Paint*.

Well it's not all bad. Not only can *Personal Paint* support different file formats, but it will also work with many third-party video cards (EGS and Picasso for example). It also has a number of file image processing facilities built in and has some impressive printing capabilities such as Postscript printing!

### BRILLIANCE

Price: £149.95  
Supplier: Meridian Distribution  
Tel: 081 543 3500

Whilst *DPaint* and *PPaint* may be slugging it out, another application, *Brilliance*, is far in advance.

In the Jan issue of CU AMIGA we compared *Brilliance* with *DPaint* and came to the resounding conclusion that *Brilliance* was the only Amiga graphics package that can take *DPaint* on and win'. *Brilliance* offers all the tools that *DPaint* has, but improves most of them.

*Brilliance* has a vast range of drawing and painting tools, pretty similar block/brush handling, support for the AGA resolutions, animation and similar brush effects.

In conclusion, *Brilliance* is quite simply the best graphics package on the Amiga, and extremely deserving of the CU AMIGA 91% we gave it. 

Harwood have been established since 1982 providing Computer Systems since 1982. We always endeavour our quality of service which includes facilities that you may be charged for elsewhere...

# the harwood

# Directory

In Derbyshire, Nottinghamshire and by Mail Order...  
NATIONWIDE! Always with speedy delivery!



## THE APPLE ALTERNATIVE...

If you've ever thought about moving from Apple to another computer system, consider the alternative offered by new lower cost Apple Computers! Apple is the world's leading manufacturer of computers, while the Amiga, operates with the widest base of software - over 300 titles - that's why Apple have always been the leader in DTP/Graphics and Creative Business. Amiga computers, with twice as much entertainment and educational software available plus new pricing options, offer you a great deal more choice on the market with a vast range of expansion possibilities! If you'd like to know more about your True Apple Info Pack!

### MACINTOSH LCIII



68030 CPU  
APPLE MACINTOSH LOW ENTRY LEVEL BARGAIN!  
£819.95 INCLUDING:

- Apple ILC 4/80 1.4MB RAM with an 80MB HD and Drive II
- Hi-Res Monitor
- On-site Maintenance
- Claris Works
- WordPerfect 5.0
- 7/128B RAM
- Over 300 titles of Amiga 64k games

+ SAME LCB PACK WITHOUT: On-site, Claris Works, Starter Pack, JET £784.95

### MACINTOSH LC475 Super Saver Bundle



- 680-40 CPU
- Apple LC475-480 1.4MB RAM & ROM, 128K or 256K RAM, 1.4MB HD, 300K HD, 10MB Cache
  - Monitor II + Keyboard II Mono 300K
  - Inkjet Printer with sheetfeeder & cable
  - Colour Plus 14+ Software
  - WordPerfect 5.0
  - Claris Works
  - + FREE Starter Pack worth £50

£1294.95 JET £1439.95

### HP DeskWriter



Bright 360 dpi COLOUR Inkjet Printer. Plug and print with your MAC!

ONLY £1249.95

+ SEE DETAILS BELOW FOR ITEMS MARKED WITH A \*



CLRS WORKS

Fully Integrated Word Processor, Database, Graphics, Spreadsheets, Grapher Charts & COMMS software

£1000.00

FREE STARTER PACK

Worth OVER £30

+ 10/OS/HD Disk + Mouse Mat + Disk Head Cleaning Kit + Mouse Mechanic

## CHOOSE FROM THREE GREAT AMIGA A1200 COMPUTER PACKS!!!

That's right... Now you have a better choice of Amiga 1200 Packs and whichever one suits you is also available with optional Hard Drive configurations - ALL at some of the most competitive prices around! PLUS... at Harwoods you receive an EXCLUSIVE JURASSIC STARTER PACK FREE WITH EVERY AMIGA!! If you're also looking for a Printer, Monitor or any one of a vast array of Amiga peripherals or accessories, then speak to us too... you could save £'s!

### A1200... Combat/Innovations

#### NEW... Amiga A1200 Pack Announced:



Only... £349.95

THE LATEST Amiga A1200 Computer Combat/Innovations Pack is supplied with WordPerfect, Carrage, Brian the Lion, Zoo 2, Day by Day (Florox type planner), Wordworth 2.0 (Word Processor), Print Manager (for use with Wordworth) and Personal Paint V4 (advanced Paint Package with support for HAM, GIF) plus a FREE... JURASSIC STARTER PACK!



FREE Jurassic Starter Pack worth almost £50 with ALL Amiga! (see details right)

Great new pack with Games, Business and Graphics Software INCLUDED!!! See Hard Drive Versions below!!!

### A1200... Race 'N' Chase

OUR Amiga A1200 Race 'N' Chase Packs are supplied complete with... Nigel Mansell's Grand Prix, Trolls and a FREE... JURASSIC STARTER PACK!



Only... £299.95

### A1200... Desktop Dynamite

OUR Amiga A1200 Desktop Dynamite Packs are supplied with Dennis, Deluxe Paint IV, Oscar, Print Manager and Wordworth plus a FREE... JURASSIC STARTER PACK!



FREE Jurassic Starter Pack worth almost £50 with ALL Amiga! (see details right)

### Hard Disk Drive Options...

A1200 H/D OPTIONS	COMBAT INNOVATIONS	RACE 'N' CHASE	DESKTOP DYNAMITE
85Mb	£569.95	£519.95	£569.95
130Mb	£584.95	£534.95	£584.95
200Mb	£629.95	£579.95	£629.95
250Mb	£689.95	£639.95	£689.95

## GREAT REASONS TO BUY FROM HARWOODS...

WHEN THERE ARE SO MANY DEALERS TO CHOOSE FROM WHY SHOULD YOU CHOOSE US?

GORDON HARWOOD COMPUTERS?

Well just a few GOOD reasons are listed here...

We have a **FREE SERVICE POLICY** which includes...

- ♦ NEW Replacements for faulty goods up to £1000.00
- ♦ A large UK Mainland collection of major hardware units requiring warranty service in the first year (unless on-site warranty is applicable)
- ♦ FREE rapid courier return of serviced products
- ♦ ACCESS to our ex-directory Customer Technical Helpline

## FREE JURASSIC STARTER PACK WITH EVERY AMIGA

JURASSIC PARK BY:



PLUS...

- ♦ MOUSE MAT
- ♦ DUST COVER
- ♦ MICRO SWITCHED JOYSTICK
- ♦ WORTH ALMOST £50



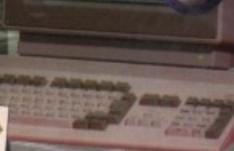
FREE JURASSIC PACK

## OPTIONAL LIFETIME WARRANTY PLAN



BEST ASSURED  
YOU'LL HAVE  
NO BILLS FOR  
YEARS TO  
COME!!!

You can choose to add an Extended Warranty to ANY hardware item from Harwoods - for less than you'd think! Take up to 5 years cover and at the end of that period extend again on an annual basis. Thus, a LIFETIME'S PEACE OF MIND. What's more the warranty is fully transferable, enabling the new owner of your equipment you may have purchased elsewhere - Phone for details!



Shown in the table above are just some of the Hard Drive Options available.

Please phone us for details of other sizes too.



gordon

# Marwood

computers

## STOP PRESS...STOP PRESS...STOP PRESS...

JUST LOOK BELOW AND SEE HOW TO MAKE YOUR A1200 THE ULTIMATE PERFORMANCE AMIGA SYSTEM AND CONFIGURATION TESTED...	
Standard Amiga A1200 (unexpanded)	5MIPS
Amiga A1200 + Blizzard 1204 4Mb RAM Card (AMP Gold Award)	1.33
Amiga A1200 + Blizzard 1204 4Mb & 28MHz 68EC030 Accelerator	2.94
Amiga A1200 + Blizzard 1204 4Mb & 40MHz 68EC030 Accelerator	5.05
A NEW FASTER REPLACEMENT FOR THE AWARD WINNING 1204!	7.06
Standard Amiga 4000 330 (2Mb Chip RAM, 40Mb Fast RAM)	4.43

All the above tests were performed using Syntex Version 3.18

## GREAT VALUE POWERPLAY GAMES PACK



### HARWOODS EXCLUSIVE POWERPLAY GAMES PACK

GREAT BUNDLE OF 18 EXTRA GAMES TO ADD TO YOUR AMIGA, YOU WON'T BE ABLE TO BUY MORE FOR ACCESS!

Xeon 2 Megapixel\*, Star Crazy, TV Sports, Football, Hotline, Star Trek, Star Wars, Bloodbowl, Tin-Tin on the Moon, Kryton Tops, Purple Satsum Day, Eliminator\*, Skycrasher, Safari Guru, Lombard RAC Rally, Captain Blood, Strike Force Harry\*, Sky Fox II and Lancaster.

only... £19.95

\*Not compatible with A1200/3000/4000

## AMIGA CD32 SPECTACULAR VOYAGE

### NEW...NEW... Amiga CD32 SPECTACULAR VOYAGE PACK

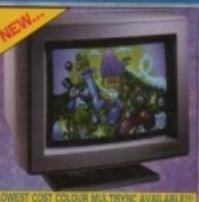
Including great games...

MICROCOSM AND CHAOS ENGINE  
Plus While Stocks Last...  
DANGEROUS STREETS,  
DIGGERS, OSCAR AND  
WING COMMANDER!!

ONLY... £249.95



## AMIGA MONITORS FOR EVERYONE



LOWEST COST COLOUR MULTISYNC AVAILABLE!!

## PHILIPS

### PHILIPS PRO 2000 15" COLOUR SUPER-RES MONITOR

The best graphics world wide - A Quality Computer Monitor with Super Resolution and Stereo TV in one! Intra Red, FastText Textedit, Loop Aerial, Headphone Socket complete with FREE cable to your Amiga! a Brilliant Combination...

£229.95



### MICROVITEC AUTOSCAN 1438

14" Colour Hi-Resolution Multisync.  
28 Dot Pitch Colour Hi-Resolution Monitor  
Includes separate speakers. This one is ideal  
for ALL Amiga Games & PC Software.  
Comes to the stringent Amiga MPR2  
Colour emission standards. A FANTASTIC 14"  
DISPLAY AT A FABULOUS PRICE.

Without Speakers... £289.95  
With External Stereo Speakers... £319.95



### COMMODORE 1942 COLOUR

14" COLOUR STEREO  
Inc. Leads, Dust Cover etc.  
for A1200s/3000s/4000s)  
28 Dot Pitch and at a new  
lower price.

Green Value: £349.95

### COMMODORE 1084S COLOUR

14" STEREO COLOUR  
including all Leads, Dust  
Cover etc. An ideal first  
time monitor at a great low  
price...

Green Value: £199.95

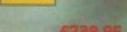
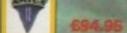
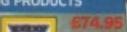
### AMIGA VIDEO IMAGING PRODUCTS

ROMBO VID 12 New Version 2.0 £74.95

ROMBO VID 12 Sound and Vision £94.95

ROMBO VID 12 Real Time £169.95

ROMBO VID 24 Real Time £239.95



## VALUE PACKED AMIGA PRINTERS

ALL our printers are supplied for immediate use including cable, paper and labels FREE OF CHARGE! Dot Matrix models also come with a tailored dust cover FREE! Specific Amiga drivers software is included with EVERY printer FREE (eg. with Citizen this is the excellent Print Manager Version 2 driver).

### CITIZEN COMPUTER PRINTERS

#### New Colour



Printer just announced with...

#### CITIZEN PRINTER RANGE...

120D+ - 9Pin Mono	£129.95	REMEMBER THAT ALL CITIZEN PRINTERS HAVE A THREE YEAR WARRANTY
Swift 90 - 9Pin Mono	£149.95	
Swift 90 - 9Pin Colour	£164.95	
Swift 200 - 24Pin Mono	£179.95	
Swift 200 - 24Pin Colour	£189.95	
Swift 240 - 24Pin Mono	£204.95	
Swift 240 - 24Pin Colour	£229.95	

#### NEW CITIZEN ABC PRINTER...

A Printer for Everyone that can be Used by Anyone!, it has a choice of 9Pin or 24Pin and is ideal for first time buyers with capabilities to grow as your needs increase. Supplied with 24Pin clarity in mono or colour with an optional kit on standard cut sheet paper (500ft feeder supplied as standard), sprocketed paper, overhead slides, envelopes etc. and very quiet too!

Citizen ABC 24 Pin Mono Printer  
Citizen ABC 24 Pin Colour Printer

£139.95  
£164.95

**PRICE CITIZEN PRINT MANAGER VERSION 2...**  
Supplied Free with every printer, giving you better resolutions and more control of your Citizen. Makes all your printing EASIER to perform. Please ask us if you require full details.



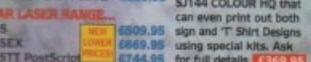
Kits available for Sign  
and T Shirt Printer

**STAR DOT MATRIX RANGE...**  
LC100 - 9Pin Colour £134.95  
LC24-30 - 24Pin Colour £214.95  
LC24-300 - 24Pin Colour £289.95



PRICE CRASH

**STAR THERMAL...**  
SJ144 COLOUR HQ that can even print out both sign and T Shirt Designs using special kits. Ask for full details £369.95



**STAR LASER RANGE...**  
LS-5 £809.95  
LS-5EX £869.95  
LS-5TT PostScript £744.95

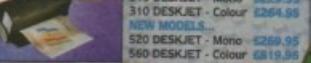


PRICE CRASH

**Canon**  
**CANON INKJET RANGE...**  
BJ100 Mono - 360dpi £169.95  
BJ100 Color - 360dpi £219.95  
BJ200 Mono - 360dpi £219.95  
250cps with auto sheet feed  
BJ280 Mono - 360dpi £229.95  
240cps, A4/A3, ASF  
BJC600 Colour - 360dpi £644.95  
24/170cps, 8 Fonts, 12 MTHS ON SITE MAINT. AVAILABLE - CALL



**HP INKJET RANGE...**  
310 DESKJET - Mono £229.95  
310 DESKJET - Colour £264.95  
NEW MODELS...  
520 DESKJET - Mono £269.95  
560 DESKJET - Colour £219.95



**EXTRAS FOR YOUR PRINTER**  
WE ALSO STOCK A COMPREHENSIVE RANGE OF ORIGINAL MANUFACTURERS' ACCESSORIES, PERIPHERALS AND CONSUMABLES FOR CANON, CITIZEN, HEWLETT PACKARD AND STAR PRINTERS. See details overleaf or phone us!

NEW STREET ALFRETON DERBYSHIRE DE55 7AP  
Faximile: 0773 831040



Harwood have been supplying Computer Services since 1982. We offer a comprehensive range of quality services which include facilities that you may not be charged for elsewhere...

# the harwood Directory

In Derbyshire, Nottinghamshire and by Mail Order...  
NATIONWIDE! Always with speedy delivery!



## WHY BUY FROM HARWOODS?

- FREE DIRECT DELIVERY SERVICE
- FREE WARRANTY COLLECTION (see page 1 for full details)
- FREE TELEPHONE SUPPORT
- CREDIT & CHARGE CARD FACILITIES
- FINANCE FACILITIES AVAILABLE

WE TRY OUR BEST,  
BUT IT'S NOT A GUARANTEE.  
WE DO OUR BEST TO MEET AND EXCEED YOUR EXPECTATIONS.  
WE ARE NOT RESPONSIBLE FOR ANY DAMAGE OR LOSS OF DATA.  
WE ARE NOT RESPONSIBLE FOR ANY LOSS OF BUSINESS.  
WE ARE NOT RESPONSIBLE FOR ANY LOSS OF PROFITS.  
WE ARE NOT RESPONSIBLE FOR ANY LOSS OF TIME.  
WE ARE NOT RESPONSIBLE FOR ANY LOSS OF LIFE.



New Customers! Please call our Order Hotline with your Access, Visa, Mastercard, Comedy, Credit, Delta, Switch or London Directline Card details and card number & expiry date (most brands, Barclays, Clydesdale, and other 'other' cards can be used). Credit approval is required. If you are unable to get a loan or loan when necessary (see 'Retailer' section) **TAX FREE**. Most changes banks/building society or post office savings accounts payable to **SHIPPING SERVICES LTD** (not Harwood). Please send us your existing bank's account details and your existing bank's account number. Our 'Gold' Service?

6.

Courier delivery back to you.

**NO ONE ELSE OFFERS ALL THIS... YOU WILL IMMEDIATELY GET WARRANTY COVERAGE FOR THE HARD DRIVE NOT THE WHOLE COMPUTER!**

OUR PRICE IS COMPETITIVE. PLEASE CALL US FOR DETAILS.

7.

Delivery

8.

Delivery

9.

Delivery

10.

Delivery

11.

Delivery

12.

Delivery

13.

Delivery

14.

Delivery

15.

Delivery

16.

Delivery

17.

Delivery

18.

Delivery

19.

Delivery

20.

Delivery

21.

Delivery

22.

Delivery

23.

Delivery

24.

Delivery

25.

Delivery

26.

Delivery

27.

Delivery

28.

Delivery

29.

Delivery

30.

Delivery

31.

Delivery

32.

Delivery

33.

Delivery

34.

Delivery

35.

Delivery

36.

Delivery

37.

Delivery

38.

Delivery

39.

Delivery

40.

Delivery

41.

Delivery

42.

Delivery

43.

Delivery

44.

Delivery

45.

Delivery

46.

Delivery

47.

Delivery

48.

Delivery

49.

Delivery

50.

Delivery

51.

Delivery

52.

Delivery

53.

Delivery

54.

Delivery

55.

Delivery

56.

Delivery

57.

Delivery

58.

Delivery

59.

Delivery

60.

Delivery

61.

Delivery

62.

Delivery

63.

Delivery

64.

Delivery

65.

Delivery

66.

Delivery

67.

Delivery

68.

Delivery

69.

Delivery

70.

Delivery

71.

Delivery

72.

Delivery

73.

Delivery

74.

Delivery

75.

Delivery

76.

Delivery

77.

Delivery

78.

Delivery

79.

Delivery

80.

Delivery

81.

Delivery

82.

Delivery

83.

Delivery

84.

Delivery

85.

Delivery

86.

Delivery

87.

Delivery

88.

Delivery

89.

Delivery

90.

Delivery

91.

Delivery

92.

Delivery

93.

Delivery

94.

Delivery

95.

Delivery

96.

Delivery

97.

Delivery

98.

Delivery

99.

Delivery

100.

Delivery

101.

Delivery

102.

Delivery

103.

Delivery

104.

Delivery

105.

Delivery

106.

Delivery

107.

Delivery

108.

Delivery

109.

Delivery

110.

Delivery

111.

Delivery

112.

Delivery

113.

Delivery

114.

Delivery

115.

Delivery

116.

Delivery

117.

Delivery

118.

Delivery

119.

Delivery

120.

Delivery

121.

Delivery

122.

Delivery

123.

Delivery

124.

Delivery

125.

Delivery

126.

Delivery

127.

Delivery

128.

Delivery

129.

Delivery

130.

Delivery

131.

Delivery

132.

Delivery

133.

Delivery

134.

Delivery

135.

Delivery

136.

Delivery

137.

Delivery

138.

Delivery

139.

Delivery

140.

Delivery

141.

Delivery

142.

Delivery

143.

Delivery

144.

Delivery

145.

Delivery

146.

Delivery

147.

Delivery

148.

Delivery

149.

Delivery

150.

Delivery

151.

Delivery

152.

Delivery

153.

Delivery

154.

Delivery

155.

Delivery

156.

Delivery

157.

Delivery

gordon

# harwood

computers

Dept. C1A K4 NEW STREET, ALFRETON, DERBYSHIRE DE55 7BP  
Fax: 0773 831040



## GREAT SUPRA PRODUCTS

### A500/500+ TURBO 28MHz ACCELERATOR BOARDS

Compatible with ALL A500's & A500plus (A500/2000 version), ask for details...  
Plus into Video/Expansion slot A500/500+  
Speeds up Amiga - up to 4X NORMAL speed!  
Thinner than RAM-Hard Drive Expansion etc.  
Amiga MUST have 1MB RAM (or more) for GPV  
Plus machines incompatible with GVP HD RAM  
Available in FAST RAM

**A1200 Performance at only...**

**\$129.95**



## AMIGA SOFTWARE BARGAINS

WE HAVE LISTED JUST A SELECTION OF OUR AMIGA SOFTWARE,  
WHY NOT ASK US TO QUOTE A PRICE FOR ANYTHING NOT LISTED  
YOU MAY BE SURPRISED AT OUR GREAT PRICES!

### AMIGA WORD PROCESSING AND PUBLISHING

Pen Pal V.3	\$29.95
Final Copy 2 Release 2.4/4	\$29.95
NEW... Final Writer Release 2	\$29.95
The Publisher	\$29.95
Page Layout Page V4.1	\$29.95
Publisher V3	\$29.95
Wordsoft 3.	\$29.95
Software 1 to 4 for FCB	\$29.95
SoftClip 1 to 4	\$29.95
SoftClip 2 to 4	\$29.95
Scrammer 2 & Scrammer 2- Scanner & Scrammer checker	\$29.95
For ALL Amiga Word Pro's	\$29.95

### INTEGRATED AMIGA TITLES AND DATABASES

Minic Office FEATURING...	\$29.95
Word Processor, Spreadsheets, Databases and Disk Manager...	\$29.95
FULLY INTEGRATED	\$29.95
Database 1 to 4	\$29.95
Superbase Personal 4	\$29.95

### VIDEO SOFTWARE FOR AMIGA CREATIVITY

Scala HT100 (Updated 9002)	\$29.95
Scala MM20 and MM300	\$29.95
EditMate	\$194.95
Broadcast Timer 2... SVGA	\$174.95

### AMIGA ANIMATION AND GRAPHICS SOFTWARE

Deluxe Paint 4.1	\$64.95
Deluxe Paint 4.0 (AGA)	\$64.95
NEW... Celgar	\$67.95
3D Construction Kit	\$70.95
Advanced Vers. 2	\$70.95
Vector Paint	\$70.95
3D Vista Pro Light	\$149.95
Art Department V2.5	\$149.95
DCTV Composite Video	\$149.95
DCTV Composite Systems suitable for PAL system TV	\$149.95
Morph Plus	\$161.95
Real 3D Classic	\$161.95
Real 3D 2	\$161.95
Real 3D Professional	\$161.95
Real 3D Professional Plus	\$161.95
Animation Workshop	\$161.95

### AMIGA DEVELOPMENT AND UTILITIES SOFTWARE

Quakerback V5	\$67.95
Quarterback Test Dealer (Save Later)	\$74.95
PC Task - PC Emulator	\$77.95
Virtual Memory Manager	\$79.95
Disk Expander	\$84.95

### AMIGA EDUCATIONAL SOFTWARE

You're Up! GCSE Standards Micro	\$16.95
Micro Maths - to GCSE	\$16.95
Micro English - to GCSE	\$16.95
Micro Science - to GCSE	\$16.95
Micro Spanish - to GCSE	\$16.95
Micro German - to GCSE	\$16.95

#### FUN EDUCATION FOR ALL AGES

GCSE Revision Range	\$16.95
GCSE English, Maths, Sciences, ESSENTIALS, MATHS NUMBERS & MATHS ALGEBRA	Just \$21.95ea.

### PHONE US FOR GAMES TITLES!!!

### PRINTER ACCESSORIES/CONSUMABLES

CITIZEN	NEUTRON	NEUTRON	NEUTRON
20/2000	800 Color Kit (ext 1240)	\$29.95	AUTO SHEET FEEDER
20/2400	32K RAM Expansion (ext 20240)	\$29.95	SPECIAL PRICE... ALL 80 Columns
24/2400	32K RAM Expansion for 20240	\$29.95	ALL 80 Columns (Please state type and placeing order)
24/2400/24/2400	128K RAM Expansion (ext 20240)	\$29.95	E\$4.95

MCW	COLOUR	COLOUR	COLOUR
20/2000	NONE	NONE	NONE
20/2400	NONE	NONE	NONE
24/2400	NONE	NONE	NONE
24/2400/24/2400	NONE	NONE	NONE

LC10/20/100 RIBBON	LC10/20/100 RIBBON	LC10/20/100 RIBBON	LC10/20/100 RIBBON
20/2000 RIBBON	20/2000 RIBBON	20/2000 RIBBON	20/2000 RIBBON
LC24/2400 RIBBON	LC24/2400 RIBBON	LC24/2400 RIBBON	LC24/2400 RIBBON
LC24/2400 RIBBON	LC24/2400 RIBBON	LC24/2400 RIBBON	LC24/2400 RIBBON
S/40 INKJET CARTRIDGE	S/40 INKJET CARTRIDGE	S/40 INKJET CARTRIDGE	S/40 INKJET CARTRIDGE

INKJET CARTRIDGES	INKJET CARTRIDGES	INKJET CARTRIDGES	INKJET CARTRIDGES
BU10/Black	\$15.95	BU10/Black	\$15.95
BU10/Cyan	\$15.95	BU10/Cyan	\$15.95
BU10/Magenta	\$15.95	BU10/Magenta	\$15.95
BU10/Yellow	\$15.95	BU10/Yellow	\$15.95
(Also inc. "Apple Styling" & "Apple Colors" & "Apple Styling II" & "Apple Colors II" & "Apple Styling III")			
MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

RAILKIT CARTRIDGES	RAILKIT CARTRIDGES	RAILKIT CARTRIDGES	RAILKIT CARTRIDGES
RAILKIT Black	\$27.95	RAILKIT Black	\$27.95
RAILKIT Cyan	\$27.95	RAILKIT Cyan	\$27.95
RAILKIT Magenta	\$27.95	RAILKIT Magenta	\$27.95
RAILKIT Yellow	\$27.95	RAILKIT Yellow	\$27.95
RAILKIT CMY	\$27.95	RAILKIT CMY	\$27.95
Pack of six cartridges			

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR	MONO COLOUR
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE
MONO COLOUR	NONE	NONE	NONE

MONO COLOUR	MONO COLOUR	MONO COLOUR</

# TUNE IN, TURN ON, DROP INTO THE INCREDIBLE WORLD OF PC ENTERTAINMENT!

**PC REVIEW**

**WIN** the fastest printer in the world!

**JUNE 1994 • £3.95**

**Lords of Midnight AND Theme Park on disk EXCLUSIVE**

**MAKE MOVIES ON YOUR PC**  
We tell you how to do it

**TRIED & TESTED** The best sound card we've heard yet!

**GAMES EXCLUSIVE**  
• LucasArts talks to PC Review  
• Over 25 games reviewed this month

**YOUR COMPLETE GUIDE TO PC ENTERTAINMENT**

**PC REVIEW** is your complete guide to PC entertainment. And in a packed issue this month, we present ...

#### How to make movies on your PC....

With the right hardware and software you can capture and edit video images and make your own computer videos. Read Mike James' in-depth story for the products available now and the staggering implications for the future.

"CD-ROM is not the Holy Grail of the industry." - the president of LucasArts tells you why.

**Over 45 games previewed, reviewed and rated!** Read PC Review's authoritative treatment of all the new games released this month on disk and CD-ROM. Myst, Genesis, Great Naval Battles 2, the first SimCity

2000 scenario disk ... all dealt with in PC Review's inimitable style.

**Ultima VIII:** help is at hand with our easy to follow starter guide, plus full colour map to help you find your way around the world of Pagan.

- Win a CD-ROM
- Win a sound card
- Win the fastest printer in the world

Don't miss the June issue of PC Review. On sale 1st May.

If it's happening on the PC,  
you'll find it first in PC  
Review!

**PC REVIEW**

# CD32 ZONE

The only place for news and reviews on the CD32

# NEWS



To fill or not to fill, that is the question. I had quite a lengthy and enjoyable debate with Acid Software's Mark Sibly after the ECTS concerning the amount of space on a CD, and whether a developer really has to fill it to make it value for money. Take *Frontier* this month, for example, which appeared just too late to make it into our review section. The CD32 conversion of the game is a straight port with no added frills, such as improved music or the initially proposed texture mapping. The reason? Gametek didn't think that the sales would deserve the amount of work that would have to go into it. Obviously, there are two ways of looking at this. From one side, *Frontier* is a great game anyway, so why should it be improved?— especially if the price remains the same on CD. On the other hand, *Frontier* only takes up 650K of the available 650MB—which means that there is a lot of space left over (some would say wasted). So which way does a developer go? If they just bung on a few extra audio tracks, or a 15-minute rendered intro, or just stick to producing quality software and hang the size. I honestly don't know, but it's going to be fun finding out.

**Tony Dillon**  
Games Editor

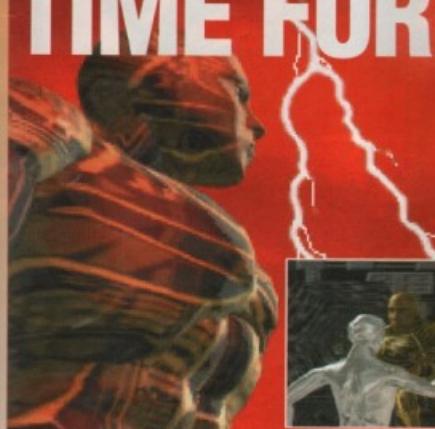
## IT'S A MONSTER!

PC owners have been getting more and more excited at the prospect of Cryo's fabulous new adventure game *Last Eden*. Now CD32 owners can begin to tremble at the prospect of this monster of a game thanks to Virgin, who are releasing the mammoth dino escapade in November. Set in a fantasy world where dinosaurs exist alongside humans, you play Adam, alone against the dinosaurs which are led by a mammoth T-Rex. Your basic role is to build a citadel to keep the humans in and the dinosaurs out.

As you can see from these PC screenshots, it's an incredible looking game. With breathtaking rendered 3D dinosaurs and scenery, including caverns, forests, deserts and underwater areas, it's certainly one of the most amazing games we've ever come across. We'll have a full preview in a couple of months, but don't worry—we'll keep finding excuses for printing more screenshots. Contact Virgin on 081 960 2255 for more information.



## TIME FOR WAR



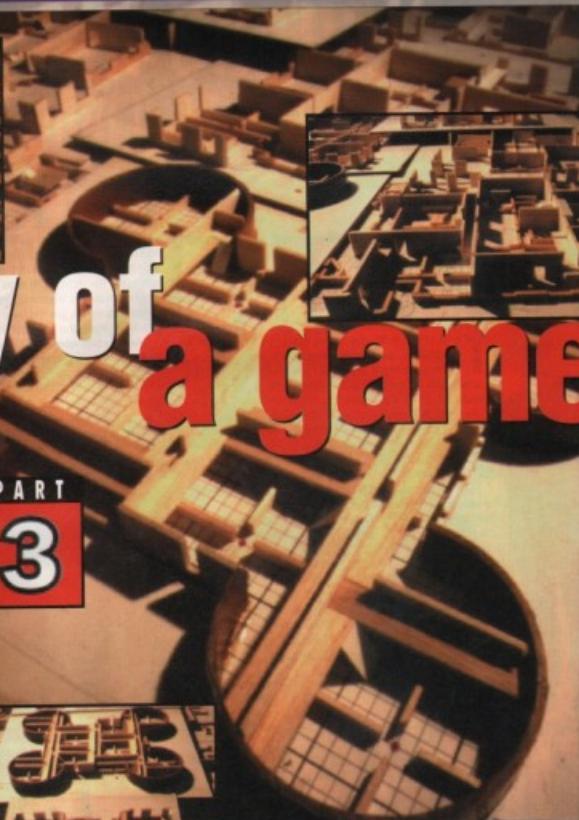
SCI, formerly known as The Sales Curve, are currently working on the biggest CD game to date, *Cyberwar*. It uses the same graphic technology as their first big CD game *The Lawnmower Man*, based on the firm of the same name. Taking up no less than three compact discs, the game features stacks of full-screen rendered animations, and is quite a sight to behold. As far as the PC version goes, both an FMV and a

256 colour version are in development, with a CD32 version due to be released later on in the year. It has yet to be decided whether an FMV CD32 version will be released. If it is, it will probably be the first game to use CD32 FMV properly.



## BENEATH A SILVER DISK

Revolution Software are currently putting the finishing touches to their PC CD-ROM version of *Beneath A Steel Sky*, one of the best adventures ever released in CU AMIGA's opinion. Why are we telling you this? Because it's about to be followed up with a CD32 conversion, which will feature 256 colour graphics, full voice over featuring the talents of a host of Splitting Image artists and an animated version of the free *Steel Sky* comic as an introduction. We'll have a full review soon so in the meantime DON'T ruin the fun by reading this issue's solution.



# Diary of a game

**Out in Wales,  
where men are  
men and sheep are  
plentiful, two fine,  
upstanding mem-  
bers of the  
community are  
coding a game.**

The story so far: John-Jones Steele and Dave Rowe, otherwise known as the Stellar Genesis Agency are busy creating the ultimate CD32 game, featuring the kind of features you can only get on CD. The game idea has been developed and accepted by Mindscape, and John picks up the story. "Can four weeks have passed already? It seems that no sooner had I transmitted last month's installment than this one became due."

"Firstly, for those of you concentrating on the story so far, last month there was a reference to an accompanying screen shot of one of the rough mock-ups we are using to speed up development."

"You will have noticed that it did not appear. Hopefully, this month you will be able to see this in all its glory (screenshot, far right). Also to be seen this month is the first view of the look and feel of the final "dressed" (incomplete with textures) room. This shows some of the features we will be using in the game, with realistic shadows from the wall lights and transparent walls (these walls have influenced the way the sprites are accessed – see later in the article).

## BEGIN THE BEGIN

"As I said at the end of the last article, the full design of the game had now been accepted by Mindscape, so the real work of producing the

PART

3



game could start."

Even with the full design ready, John still can't start coding. It's the bane of a programmer's life that they are always waiting around for other people to deliver the goods.

"Before I could start properly on programming the game, the first level's rough art-work needed to be completed, along with the skating sprites. This was going to take Dave

about two weeks, so it seemed like a good idea for me to take a break. So it was off to Gran Canaria for two weeks of serious Space Academy research (if you believe that you will believe anything!)."

"Sensibly refreshed, it was back to the grindstone and off to Dave's for an update on progress. The first thing that had become apparent was how essential

the models had been (see the pictures of the models accompanying this article). To produce the rough rooms, we only needed to rotate the model to the correct viewpoint and then the room could be drawn.

"As can be seen from the dressed room, the current room can be seen in full, with full lighting and shadows and with the adjoining rooms visible – but with subdued

lighting. As you leave one room and enter the next, the viewpoint switches to the next room by flipping. As long as memory allows, we are hoping that the next room on either side can be cached in memory so as to keep the delay between rooms to a minimum."

## CODER'S DREAM

Finally the coding can begin, and this is where the Stellar Genesis Agency have to start putting their talents where their mouths are. Obviously, because the game has been designed by a programmer, the actual coding is already worked out. All John needs to do is get typing.

"With the first 42 rooms, one level's worth, in my possession, the main programming could start. Earlier, I said the sprites were influenced by the graphics. There is one other reason. The finished game will be coming out on both CD32 and

PC CD-ROM. The effects we want to achieve, ie sprites passing behind glass and through shadows can easily be realised on a system with 1 byte per pixel, but to do this on a planar system, as the A1200 and A4000 have, would be very time consuming.

"Luckily on the CD32 we have the Chunky-to-Planar hardware that allows fast conversion between PC-style sprites and the normal Amiga video hardware."

The way the effects are achieved is that as a sprite is being plotted to the screen, each pixel is checked to see if it is behind glass or in a region of shadow. If it is, then the pixel is modified either darker for the shadow region or lighter if it is behind a glass panel. This effect

occurred. In a usual isometric game, the rooms are built up of standard blocks which can then be used for masking off the sprites legs or arms or whatever happens to be behind them.

In the design of Space Academy, we are aiming for a fairly unique look for each room. With Dave busy creating different wall shapes, balcony barriers, doors and furniture for each room, this technique will not work.

The answer to the problem has been to store depth masks of each object our hero can get behind along with a mask plane that holds the position of the shadows.

This does mean that there is an enormous amount of data stored for each room, but that is what CD games give us; a huge amount of data space on the disk itself along with more RAM in the console so that this data is readily accessible and does not need to be reloaded from disk each time it is required."

## ONE MAN SHOW?

Reading through this month, you could be forgiven for thinking that it's a bit of a one-man operation at the moment. Not so, Dave has been working all out in his valley home.

Dave has been producing more frames of the character animations. As soon as the masking works cor-

rectly, I can put those into the game and remove the skating characters. He has also been working with the textures we mentioned last time, producing various floor, wall and wallpaper brushes and wallpaper brushes ready for the task of completing the fully dressed rooms once all the roughs are finished.

At this point, I realised that to go between the floor level and the balconies I needed the stairways to be available! We had already decided that all stairs would actually be animated escalators, so Dave beavered away producing the animations for all views of these moving staircases.

"As I am typing away at this month's episode, Dave is on his way over with these animations. This article can now be transmitted up to CU AMIGA's modem and I can get on with the ups and downs of the game!"

And so we leave him at his keyboard for this month, and look forward to next month's even more exciting installment! **CU**

should be visible in the screen shot of the fully-dressed room."

## GOALPOSTS

When creating a project of this size, development teams have to set milestones for themselves to break the whole thing down into manageable chunks. SGA are no different.

The first programming task, after the usual screen setup, was to produce maps of each room which contained the positions of the walls to allow collision detection. With this done the main character can now skate around quite happily bumping into the wall position.

With this in place the first problem



europen  
computer user

## PHONE

0480 498889

Fax: 0480 496379

Open 5 days a week

9am - 7pm

## CD32 TITLES

- ALIEN BREED 2 19.99
- ALIEN BREED/GWAK 16.99
- ARABIAN KNIGHTS 19.99
- ARMED GUERRILLA 19.99
- CANYON FODDER CALL
- CAPTION 2: LIBERATION 19.99
- CHAOS ENGINE 19.99
- ELITE 2 - FRONTIER 9.99
- FLY HARRIER 9.99
- HEIMDALL 2 19.99
- INT. SPARTAN PLUS 9.99
- LADY IN RED 9.99
- LAST FEAST/PROLET 16.99
- LEMmINGS 16.99
- LOST VIKINGS 19.99
- MICROCOM 31.99
- NICK FALDO'S GOLF 22.99
- PIRATES OF THE CARIBBEAN 19.99
- PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST 19.99
- PIRATE X-MAN CHALLENGE 19.99
- RYDER CLIP 19.99
- SOUTH SAMURAI 17.99
- SENSIBLE SOCCER 17.99
- SUPER PUTTY 9.99
- SUPER-STARDUST CALL
- ULTIMATE BODY BLOWS 19.99
- WHALES VOYAGE 19.99
- ZOOL 17.99



MEMBER OF  
DIRECT MARKETING ASSOCIATION

- ROT-GOSE SOFTWARE 12.99
- AMBERSTAR 22.99
- AMBERSTAR 22.99
- AMBERSTAR 22.99
- ARCADE POOL 7.99
- ARMOUR GEDDON 2 15.99
- APOCALYPSE 12.99
- A-TRAIN
- BATTLE ISLE 2 CALL
- BENEATH THE STEEL SKY 20.99
- BLACK CRYPT 9.99
- BRIAN THE LION 17.99
- BRUTAL FOOTBALL 17.99
- CAEDAR/PALM OFF 9.99
- CHAMPION 21.99/29.99
- CANNON FODDER 16.99
- CHAMPION MASTERS ITALY 16.99
- CIVILIZATION 22.99
- CLAWS 14.99

All items are subject to availability.

Post and packing: UK: £7.50 per item 2nd Class; £10.50 per item 1st Class; £22.00 per item Totals Class Recorded.

Overseas: £10.00 per item; Non-E.U.C.: £15.00 per item; E.U.C.: £20.00 per item.

Next Day Delivery: £20.00 per item. Delivery charge extra. Delivery by DPD Only.

Titles marked with **\*** may not be released at time of going to press.

Please telephone for availability and a full copy of our terms and conditions.

Titles marked with **\*\*** are available at the price shown while stocks last.

## GAME OF THE MONTH



**GUNSHIP 2000 CD32 - £19.99**

## AMIGA TITLES

- |                               |                               |
|-------------------------------|-------------------------------|
| COLONISTS REQUEST 9.99        | SKINMARKS 17.99               |
| CRASH DUMMIES 15.99           | SPACE LEGENDS 17.99           |
| CALL                          | STARDUST 15.99                |
| CYBERPUNK 22.99               | STREETFIGHTER 2 15.99         |
| DARKMIRE 19.99                | SUPERSTARDUST (12000) 15.99   |
| DARKSEED 19.99                | SYNDICATE 21.99               |
| DIGGERS 17.99                 | TIME CRIMSON 19.99            |
| DUNE 9.99                     | THE SETTLERS 24.99            |
| DUNE 2 18.99                  | TOP GUN 19.99                 |
| DUKE 17.99                    | TOTAL CARNAGE 17.99           |
| ELMANIA 17.99                 | TRADESET MANAGER 17.99        |
| EMPIRE SOCCER 16.99           | TRAILBLAZER 22.99             |
| EUROPEAN CHAMPIONS 16.99      | TWILIGHT 2000 22.99           |
| EYE OF THE BHOLDER 19.99      | UNKNOWN 17.99                 |
| FIELDS OF GLORY CALL          | ULTIMATE PINBALL 20.99        |
| FLASHBACK 20.99               | UMS COMPILATION 30.99         |
| FRONTIER - ELITE 2 18.99      | UNIVERSE 16.99                |
| GUNSHIP 2000 (A1200) 22.99    | URIDIUM 2 7.99                |
| HEIMDALL 2 22.99              | WEIRD DREAMS 9.99             |
| WORLD WAR II ATATURK 17.99    | WING COMMANDER 17.99          |
| ISHAR 2 19.99                 | WORLD CUP USA 94 17.99        |
| JET STRIKE 15.99              | WORLD OF SPLENDOUR 11.99      |
| JIMMY WHITE SNOKER 9.99       | WORLDS OF HORROR 11.99        |
| JOHNSON/MILLER TOTAL 10.99    | CHAOS ENGINE 11.99            |
| K240 19.99                    | COLDWORLD 19.99               |
| KINGMAKER 24.99               | DISPOSABLE HERO 12.99         |
| KINGS QUEST 3 11.99           | DREAM TEAM 13.99              |
| KINGS QUEST 4 21.99           | F177A NIGHTHAWK 18.99         |
| KINGSMAN 6 28.99              | F177A NIGHTWARRIOR 11.99      |
| LEGACY OF RIGHTEOUSNESS 15.99 | FOAM 17.99                    |
| LEMmINGS 2: THE TRIBES 15.99  | HIRE GUNS 18.99               |
| LIBERATION - CAPTIVE 2 20.99  | HISTORYLINE 11.99             |
| LOST VIKINGS 20.99            | LEGEND OF VALOUR 11.99        |
| LURE OF THE TEAMPRESS 16.99   | LIONHEART 14.99               |
| MICRO MACHINES 16.99          | LOTUS TRILOGY 11.99           |
| MIS 28 - SUPER FALCUM 9.99    | META MUTANT 4.99              |
| MONKEY ISLAND 1 19.99         | NICKY 2 12.99                 |
| MUDFLY 17.99                  | PACIFIC COAST 16.99           |
| MU NYU 17.99                  | PACIFIC COAST MANAGER 2 11.99 |
| NAUGHTY ONES 16.99            | PACIFIC MOYER 8.99            |
| NOBODY'S BIG ADVENTURE 16.99  | PUSHOVER 8.99                 |
| PERILHILLION 17.99            | RAILROAD TYCOON 9.99          |
| PINKO 16.99                   | SECOND SAMURAI 16.99          |
| POLICE QUEST 2 9.99           | SENSIBLE SOCCER 13.99         |
| QUEST FOR GLORY 2 19.99       | SHADOWWORLD 10.99             |
| REBORN/RESCUED 13.99          | SIM LIFE 11.99                |
| RESCUED/JAMES POND 2 19.99    | THEATRE OF DEATH 13.99        |
| SABRE FORCE (A1200) 19.99     | THREE'S LEMMINGS 10.99        |
| SLEEPWALKER 16.99             | ZOOOL 20.99                   |
| SIERRA SOCCER 16.99           | ZOOOL 2 15.99                 |
| SIM CITY CLASSIC 9.99         | JOYSTICKS 7.99                |
| SIM CITY DE-LUXE 17.99        | MAVERICK 10.99                |
| SIMON THE SORCERER 26.99      | THE BUG 8.99                  |

Prices can be subject to change. E &OE.

Post and packing: UK: £7.50 per item 2nd Class; £10.50 per item 1st Class; £22.00 per item Totals Class Recorded.

Overseas: £10.00 per item; Non-E.U.C.: £15.00 per item; E.U.C.: £20.00 per item.

Next Day Delivery: £20.00 per item. Delivery charge extra. Delivery by DPD Only.

Titles marked with **\*** may not be released at time of going to press.

Please telephone for availability and a full copy of our terms and conditions.

Titles marked with **\*\*** are available at the price shown while stocks last.

## OPEN ALL DAY SATURDAY

NAME  
ADDRESS

POSTCODE

PHONE

ITEM

PRICE

ITEM

PRICE

ITEM

PRICE

PRICE

PRICE

PRICE

POSTAGE

TOTAL

(Please indicate whether you require Disk or CD-ROM)

Visa / Mastercard / Switch Number:

Switch Issue No: Card Expiry Date:

SIGNATURE:



Make cheques payable to:  
European Computer User  
Units A2/A3 Edison Road  
Streets, Hemel Hempstead  
Hertfordshire HP1 1JZ

# PD SOFTWARE



The King James Bible on disk. It's the hi-Tech way...

Only £10.00

## KJB10-4. THE BIBLE



Do you like gambling but don't have the time? Well this Amiga version of roulette will see you right!

Only £3.00

## RLT3-1. ROULETTE



If last posted shoot em ups is your sort of thing then Cybermatics is your sort of game. Smooth Addictive stuff.

Only £3.00

## CYB3-1. ROBOTIX



A very popular episode game. Drop rocks on Ork's heads and watch them splat. It's a very "Bloody" game. Over 16 years old only.

Only £3.00

## ORK3-1. ORK ATTACK



Includes animations of 5 different engines including: Super Rocket, Flying Drivve, If you chance to see exactly what happens inside an engine. Good educational

Only £9.00

## ENG9-5. ENGINES



Now the nice weather's here it's time to do the garden, and this program will give you an excuse not to do it. Because you'll be too busy designing it.

Only £3.00

## GRN3-1. 3D GARDEN DESIGNER



Link up two Amiga's so you can share common drives (ie. HD, CDROM Drives etc) as if they were connected to your machine. Complete with instructions.

Only £7.00

## PNT7-3. PARNET SETUP



That's right, over 200 utilities on one great disk. Includes: Virus Checkers, Telnet, BBS, CLI tools, WB loader, and much more. All are easy to run.

Only £3.00

## TTU3-1. 203 UTILITIES

\*CATALOGUE DISK AVAILABLE @ £1.00 WITH ANY ORDER

### ORDER FORM

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 Tel \_\_\_\_\_ Amiga  
 Payment method \_\_\_\_\_  
 Credit card No. \_\_\_\_\_ Exp. \_\_\_\_\_  
 All items listed should work on any Amiga unless stated.

### Order Value

Amount of PD Packs	QTY
XXXX-4 PACK TITLE (including price)	= £
Amount of PD Packs XXXX-1000 (including price)	= £
Other items	= £
Goods value	= £
Postage & Packing (add 50p per item for U.K.)	= £
Amount enclosed	= £

### OVERSEAS ORDERS

Overseas orders are welcome, but please add 25p to each disk ordered & £1.00 to each Pack order. Please add 50p to all Overseas orders sent by first class post.

### COLLECTING DISKS

You are welcome to collect your order, but you are advised to pay it through prior to collection. Offer hours 9.30am - 5.30pm Mon-Fri.

### ORDERING BY POST

Simply send your order in on an A4 page, giving the numbers you require, the total cost, and your name & address or if you wish simply mark off the relevant boxes. Please enclose a stamp for your name & address, and send these pages to EPIC MARKETING, 11 Faringdon Rd, Faringdon, Berks, SN1 5AR, with S/H £1.50, enclosing full payment.

### ORDERING BY PHONE

Call any time between 9.30 am - 5.30pm Monday to Saturday with your credit card details and the disks you would like to order.



A disk collection of Extras for this amazing new demo maker. Includes fonts, music, backdrops etc.

Order Now £9.00

## DME8-3, DEMO MANIAC

Hundreds of colour clip pictures for use in any Amiga demo. All are of high quality and are perfect for demo making etc.

Only £9.00

## CLF18-5, COLOUR FONTS

The complete tutorial for music makers. If you want to know all there is to know about Amiga music in general then this computer tutorial will help.

Only £6.00

## MSG6-3, MUSIC GUIDE

A set of three comprehensive disks, full with workbench 2/3 utilities.

A bargain at £7.00

## WB17-5, WORKBENCH

Over 1000 Amiga game cheats. Includes Adventures, Picture, Games, and about 'em ups. All run through an easy to use menu.

Only £9.00

## CHT9-5, 1000 CHEATS

An essential collection of tools for your printer. Includes: label makers, disk printers, printer drivers, print managers and lots more.

Only £9.00

## PRT8-4, PRINTER TOOLS

Over 100 Workbench printer drivers ranging from 3D, Citizen, Epson, Hewlett-Packard, Commodore, Epslon, OKI, IBM & Apple printer drivers. Easy to install...

Only £3.00

## DRV3-1, PRINTER DRIVERS

Run PCXT software on your Amiga. Very easy to use and supports VGA graphics on a humble A1200, and includes a shareware package.

Only £5.00

## PTB5-2, PC TASK+BOOT

Over 500 VOCALS 1.0 (5 DISKS) £10.00

SD16-6 BREAK BEATS (3 DISKS) £10.00

E316-4 IFF SAMPLES (5 DISKS) £10.00

AB96-3 HOME SAMPLES (3 DISKS) £9.00

AB91-9 PURE SAMPLES (2 DISKS) £4.00



An exciting new up to date version of Pacman. If you liked the original you'll love this latest version of an all time Atari classic. (1 disk)  
Order a copy now

## SPM3-1, SUPER PACMAN

A complete Word processing package, including word processor & grammar checker. A very easy to use package.

Only £7.00

## WPR7-3, WORD PROCESSING

**FREE!!!**  
**FREE BOX OF TEN BLANK DISKS WITH EVERY ORDER OVER £25**  
Over 100 IFF samples for use in any music package, including drums, basses, instruments etc.

Only £7.00

## SAM7-5, SAMPLES

Now you can design your own fonts for use in Deluxe Paint etc. Over 70 Amiga fonts are included and supplied. A very easy to use package. Don't miss it.  
Pack price Only £7.00

## FNT7-3, FONT EDITOR

Every Amiga owner should have a Virus killer. It ensures that you're safe from the 600+ Amiga viruses currently available.

Only £4.00

## VIP4-2, VIRUS KILLERS

If you want to test your Amiga fully then this disk will do just that. It can test drives, memory sound, joystick, mouse, etc. etc.

Only £3.00

## ENK3-1, ENGINEER'S KIT

Perfect for all building costs & cheats this disk contains 150 excellent recipes for you to try yourself.

Pack price £3.00

## GCB3-1, COOK BOOK

### SAMPLE DISKS

- E000-5 VOCALS 1.0 (5 DISKS) £10.00
- SD16-6 BREAK BEATS (3 DISKS) £10.00
- E316-4 IFF SAMPLES (5 DISKS) £10.00
- AB96-3 HOME SAMPLES (3 DISKS) £9.00
- AB91-9 PURE SAMPLES (2 DISKS) £4.00
- B509-3 FONTS GALORE (3 DISKS) £6.00
- B146 HEFT FONTS £3.00
- B139-4 AMIGA BITMAP FONTS (5 DISKS) £5.00
- A721 EXILE COLOUR FONTS £3.00
- AS02 HEADLINE FONTS £3.00



A set of the best & most powerful Amiga disk duplicators available.  
Capable of removing actual sectors from a disk protection routines from a number of games.

£5.00

## CPY5-2, DISK COPIERS

Easy Calc Plus is the most powerful spreadsheet application on the Amiga. Contains over 123 features. Instructions included.

£5.00

## ECP3-1, EASY CALC PLUS

Ten disks full of AGA quality images, all in 256 glorious colours. Each disk contains 100 images from various sources. Over 10's of hours of viewing. Pack price Only £15.00

£15.00

## GRL15-10, AGA GIRLS

Connect your Amiga to either a printer or any other device, and transfer any information, files or graphics, via a serial port. A useful serial transfer system available.

Pack price £8.00

## COM3-3, NETWORKING

If you've just purchased your Amiga then you may be a bit bogged down with how to get started. This five disk set will see you right. The complete beginners guide.

Pack Only £9.00

## ABG9-5, BEGINNERS

If you're new to computers and want to learn how to improve your typing skills if you do then this software will help you do just that until you become competent.

Only £3.00

## TYPING TUTOR

These complete account packages, for home or for business, are now available, sort out your finances with ease, no more need to waste paper, print paper, etc. etc.

Pack price Only £7.00

## FIN7-3, FINANCIAL

Free of the best money management available. Includes titles such as Menu Master, Amiga menu system, Quattro menu & Home menu.

Pack price only £4.00

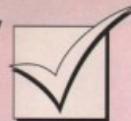
## MNU4-2, MENU TOOLS

Over 1000 PD packs available, including titles such as Menu Master, Amiga menu system, Quattro menu & Home menu.

Pack price only £4.00

EPIC MARKETING, FIRST FLOOR OFFICES, 31a FARINGDON RD, SWINDON, WILTS, SN1 5AR

# Order hotline. 0793 490988 Fax: 512075



MediLoc  
Soft Card

A huge collection of professional quality backgrounds for use in your Amiga. Includes particle effects, Water, Panels & other miscellaneous patterns.  
Only £6.00

## SCA6-2. SCALA BACKDROPS

The complete system for cataloguing your Video, CD, Disk & Music. Includes a large bank of databases to keep track of your entertainment media.  
Pack price only £5.00

## CTG5-3. CATALOGERS

A collection of over 150 top quality music samples for use within Musick. Includes instruments, voices, etc.  
Only £7.00

## MSX7-3. MUSIC X SAMPLES

A six disc set of miscellaneous graphical objects, including cars, people, sport, animals, etc.  
A bargain at £10.00

## PSA10-6. PAGESTREAM ART

Includes three top Amiga Astronomy titles: Starview, Planetarium & Astronomy V2. A great "Patrick Moore starter kit".  
Only £10.00

## AST7-3. ASTRONOMY

The perfect companion for your Workbench. Includes 100 screens in up to 6 colours.  
Also supplied are over 100 ready made professional B colour icons.  
Only £7.00

## IEK7-3. ICON EDITOR & ICONS

"Spaceballs": State of the Art is one of the most popular Amiga game ever developed. Now, the second part is here, even bigger and better - 2 great discs! Unveil!

## SBL4-2. SPACEBALLS 2

The largest collection of proper Amiga FX available on the Amiga. Subjects include: Animal FX, Human, Storms, Explosions, Cars, Planets, etc.  
Over £25.00

## SFX25-15. SOUND FX

A set of educational games for children ages 5-10. An easy to use & logical Maths & Spelling are covered.  
Only £9.00

## EDU9-4. KIDS EDUCATION

A collection of various hard drive tools for backing up, formating, copying files, repairing bad sectors, etc. An essential purchase.  
Only £5.00

## HDTS-2. HARD DRIVE TOOLS



Create professional looking front ends to your disks that look as if a professional programmer has created them for your own logo, music & scroll messages etc.

Pack price only £7.00

## DMO7-3. DEMO MAKERS

If Tetris is your sort of game, then this compilation of seven Tetris demos will satisfy your appetite.

Pack price only £9.00

## TET9-5. TETRIS MAYHEM

For Star Trek fans, this pack contains both the original Star Trek theme + The Next Generation theme, as well as some stunning pictures & animation.

Only £10.00

## SRT10-6. STARTREK!!!

"What a great game!" That's what we have been told about Startrek. It has tried this great Breakout clone, and we have to agree. Version 3 now in...

## MGB3-1. MEGA BALL AGA

GalaxyBall is Back! This is the best version of this classic shoot 'em up available. It will work on any Amiga with a 4000+ processor or the A1200/4000.

Only £3.00

## DGA3-1. DELUXE GALAGA

Run all your 40k Space Invaders in 640x400 very easy to use. Over 40 classic Spectrum games supplied, including Space Invaders via a standard sound card.

Other games available.  
Pack price Only £5.00

## SPS3-3. SPECTRUM EM

A large collection of DIY hardware kits. Build your own Sampler, Memory expansion, Digital I/O, etc. etc. Diagrams included.

Only £3.00

## HWP3-1. HARDWARE PORTS

An impressive collection of Imagine drives on a total of 10 disks, subjects include: Cars, Aircraft, Starwars, Animals & Dinosaurs.

Pack price £15.00

## IOD10-15. IMAGINE OBJECTS

The Amiga 1200 hard disk installation software. Prep & format your new A1200 hard disk with DOS & it will also install Workbench properly.

Only £7.00

## AHD7-2. HARD DISK INST.

If you want to play golf but don't lynch the wall, this is what you need. 18 hole golf on the Amiga. Easy to play.

Only £4.00

## GLF4-2. 18TH HOLE GOLF



Mr Men Olympics up to 8 players compete in a number of Olympic events. Includes: hurdles, 100 metres, long jump, etc. Perfect for kids. Great graphics throughout.

Only £4.00

## MM04-2. MR MEN OLYMPICS



A collection of Amiga versions of the classic title: Boulderdash, now with improved graphics and very addictive games.

Pack price £5.00

## BOL5-3. BOULDERDASH



AAC10-4. ARCADE CLASSICS

Part of an extensive range of Amiga games from Amiga Games. Asteroids and Galaxian. Remember the good old days for only £10.00

Packed for £10.00

## TXE3-1. TEXT ENGINE



Rated as the best budget word processor available. Now includes a superb spellerchecker, version 4.1 is now in

Only £3.00

## CRD10-4. CARD GAMES



A huge selection of card games including Solitaire, Canasta, Rummy, Bridge, Poker, Craps and loads more titles.

Only £10.00

## BLK5-10. TEN BLANK DISKS



If you want 100% error free disks then a box of quality tested disks with a lifetime guarantee is the best choice. So when you buy a PCP ask for a box of Ten.

Only £4.95 + £0.50

## WFP5-2. WORD FINDER



The most comprehensive Word processor & crossword solver available on the Amiga. Contains over 50,000 words and you can even add your own if you wish, making it a great price. Only £5.00

Only £5.00

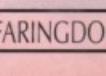
## MWB3-1. MAGIC WB



Transform your Workbench 2/3 into a more powerful environment. Over 100s of new icons & backdrops. Each icon takes the Amiga over 6 hours to produce.

Only £15.00

## AGA 15-10. A1200 PACK



If you've just got your A1200 then this package will get you going. Includes 10 Amiga 1200 softwares, inc. games, graphics, utilities, tools, movies, etc.

Pack price £15.00



That's right over 100 Amiga games including racing, space invaders, snakes, puzzle games, comical games, shoot em up, platform games etc.

Only £10.00

## GG10-4. 101 AMIGA GAMES



Double the space on your hard disk, if you've got an 80meg you'll have over 160meg available for your hard drive stacker, also works with floppies.

Pack price only £5.00

## EPUS-2. EPU DISK STACKER



Speed up the access of your disk drives with this memory resident disk accelerator, runs quietly in the background of your Workbench.

Pack Price £4.00

## TDK4-2. TURBO DISK



A 6 disk compilation of every tool you could ever want, including: Text editors, tools, video backends, video filters, test cards etc. Don't miss it.

Only £12.00

## VID12-6. VIDEO TITLING



A must for all Star Trek fans, a four disk ADA collection of very high quality pictures of the Star Trek universe, including Star Trek, Klingon & Romulan. Well worth the money.

Pack price Only £7.00

## SRT7-4. STARTREK AGA



Hundreds of general knowledge questions, like QI, QJ, Q3, Q4, Entertainment, Politics etc.

Only £5.00

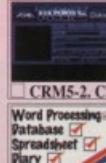
## OPTIONS



Possibly the best graphics converter available. Convert between PCX, GIF, Degas and loads more formats & drivers & hard disk.

Only £3.00

## GRD3-1. GRAPHICS GRINDER



Includes: BLD, Power-Picker, Crunch, Matrix, LHA, LZH, and DMZ to compress a whole disk into one file, and decompress it again if you need to archive or de-archive any file.

Only £5.00

## CRMS-2. CRUNCH MANIA



The perfect partner for home or office, features a Word processor, Database, Spreadsheets, Checkbook & Diary. A powerful companion for small businesses.

Pack price £7.00

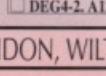
## IFC7-3. LITTLE OFFICE



A collection of easy to use tools for degrading your new A1200 so it will run most of the older Amiga games.

Only £4.00

## DEG4-2. A1200 DEGRADERS



# CHUCK ROCK 2 SON OF CHUCK

CORE DESIGN £14.99 OUT NOW



What a cute baby.

starts each game with a full baby bottle of energy and when it's empty he loses a life. Simple stuff, but thankfully, if you lose one of those precious lives, you can just continue where you left off and not have to go back to the beginning. Junior may look as cute as apple pie, but you'll notice that he comes complete with a rather hetty club. As you'd imagine, he can give out a fair old bashing with the weapon, but it also serves to protect the tot too. By pulling down on the pad you can balance the baby on top of the club, thus avoiding certain monsters that can't touch him at this lofty height. In fact, there are a whole host of controls that are not at first obvious to those of us who prefer to use game manuals to rest cups of tea on, rather than read them. Junior can swing the club high to attack low flying dinos, he can leap on the back of some monsters who'll carry him safely forward and he can even jump on ropes and vines and swing like a veritable Tarzan across the screen.

The graphics are pretty dreamy, with six different scenes comprising of scores of varying zones. Junior can interact with some backgrounds by bashing them with the club and move rocks across the screen. This enables the youngster to move boulders over spikes and get over obstacles unharmed. There are quite a few surprises in store for the adventurer, with nice graphical touches including cavemen dressed up in dinosaur suits that disrobe as they get hit and huge walking dinosaurs that take up most of the screen.

What with all the different club antics, including a feature that allows Junior to set the club on fire to illuminate parts of a map, there's enough variety to make this quite an attractive romp. The sluggish Amiga cartoon intro has been speeded up to make one of the finest intros ever – the CD32 version finally does justice to the brilliant animation. *Chuck Rock 2* is now a well recommended purchase.

Steve Keen

84%



# NAUGHTY ONES

INTERACTIVISION OUT NOW £25.99



**T**he naughty ones are John and Jim.

They've been trapped in the fantasy world of an evil king and the duty of traversing the five worlds and getting them back to their own land rests squarely on your shoulders. All you have to do is complete the various rooms that hold the heroes prisoner and then you can get back home.

*Naughty Ones* can be played as a single player

two-player fun. Each room consists of a cunning array of platforms, each patrolled by devious demons in various guises. Indistinguishable blobs scoop up and down the platforms whilst more sinister robots and mechanical contraptions have taken over other levels. Each of the five worlds has a different theme. The first, Mad Mechanics, has a mechanical mood to it with deadly cranes, hidden cannons and heat seeking missiles standing between you and freedom. One of the more devious worlds is Furious Fire, inhabited by computive pyromaniacs. On this stage you have to extinguish all the beasts before they set fire to the level and burn it and you to the ground!

A platform game without pick-ups just wouldn't be on, so there's an ample smattering of objects to collect before you reveal the key to the level's exit. You can pick up bouncing killer shore to take out baddies with, extra lives, immortality and extra speed to name a few. The monsters you encounter will also drop coins when they've been killed and it's advisable to pick these up quickly to boost points and progress.

*Naughty Ones* looks cool enough on the CD32, but the main sprite graphics are pretty small, with some objects almost being missed due to their minuscule rendering. However, the game possess some nice details such as conveyor belts and lifts to take you further into the game and some freakish elemental problems such as flooding. Hidden levels and secret rooms are also included, scattered throughout the five worlds, and you'll notice that as the game moves along it gets harder with the enemy sprites

# CHAOS ENGINE

RENEGADE £29.99 OUT NOW

**T**he Bitmap Brothers have been around quite a bit of late, so too have Renegades, but it wasn't too long ago that these two stable mates were the toast of the Amiga software world. When first released, *Chaos Engine* was one of the finest shoot 'em ups

around on any home system, and since then it's been converted to just about every other format, so it's good to see it coming home to another Commodore machine.

The *Chaos Engine* is a gigantic machine invented to explore time and space – and it's gone horribly berserk. The gigantic structure has begun to disrupt time so badly that human evolution has been altered and the human population has been mutated into various forms of monsters. The only solution is to gather together a team of men to find the machine and blow it to bits. Enter the mercenaries.

Players can choose between six hardened guns for hire. Each party must consist of two characters, one either computer controlled or manned by a second player. Each of the six warriors has his own special skills. The Thug is incredibly powerful, but a little stupid, the Preacher has all the smarts and the ability to heal, but he's not too good in a fight, while others, such as the Gentleman, are intelligent and the Mercenary is a good, all round fighter.

There are four monster-infested worlds to explore,



taking on new abilities and attributes. The second level, Crazy Clock, heralds the arrival of baddies that bite back with immortal ghouls that drop objects on you from above as you walk underneath them.

Not the most original game ever seen, Jim and John even look like that more famous duo, Bob and Bob, from *Rainbow Islands*, but a speedy, fun puzzler none-the-less. In fact the whole game has a *Bubble Bobble/Rainbow Islands* feel to it and, unless there are any secret plans to release those Amiga classics on the CD32 that we don't know about, this will more than make up for their absence.

Young players will like the challenge, but older ones might want a bit more tech to go with their speech.

Steve Keen

80%



each with four sub-levels. What makes *Chaos Engine* so intriguing though is its artificial intelligence. Each level is stuffed with different paths so that even when a world is completed you can go back and discover new avenues to follow. By picking up different coloured keys you can move parts of the scenery to find hidden rooms and weapons or by activating the various nodes in different order you can reveal other levels. When most monsters are killed they throw up all kinds of surprises, like weapons or special gadgets of destruction, allowing each player to have his abilities beefed up.

With improved graphics, a cool intro and brilliant sampled CD speech *Chaos Engine* more than stands tall on the CD32. In fact I'd say it's one of the best games you can buy for the machine. A classic shoot 'em up that's even better on the CD32. Definitely not one to be missed. Let's hope that the team are working on some spectacular CD32 specific products - they'll be monstrous!

Steve  
Keen

88%

# GUNSHIP 2000

**MICROPROSE OUT NOW £29.99**

**G**unship 2000 is regarded by many as one of the best Amiga flight simulators, if not actually the best. The one thing it had above all others was a realistic, undulating terrain. Instead of taking a flat green landscape and just adding the odd pyramid, Gunship 2000 has a true terrain that you can properly interact with, hugging the hills, following valleys and generally flying the game the way it was meant to be flown. Coming from MicroProse, it goes without saying that the game is realistic, and a superb simulation, but Gunship 2000 has much, much more than your normal flight simulator.

Now it's available for the CD32, and boy are you lucky CD owners in for a treat. MicroProse have taken the Amiga version and enhanced it beyond all expectations. For a start there's the wonderful intro sequence, where an AH-64 Apache chopper flies low over a lake and then goes into battle along a valley. There's improved sound and music. There's 256 colour graphics. There's increased speed and even a much smoother update.

Best of all, though, are the controls. On Amiga, Gunship 2000 used all sorts of key commands to do everything. On CD32, only the important functions are kept on the joystick, with all weapons, power settings and navigation controls at your fingertips. Secondary actions, such as changing your view of the game and examining the map, are brought up on a menu when the game is paused. If you thought a flight simulator couldn't work on a console, then think again.

Gunship 2000 deserves to be one of the big CD32 sellers. It's got stacks of action, plenty of visuals, more explosions than you actually need and you can machine gun camels. What more do you need?

Tony Dillon

92%



# SUBMARINES, GHOSTS, GUNS and MUSIC!

**What do the above have in common? Not much, except they're all in FMV movies and releases this month. So it's pop-corn time again, as our very own Andy-Berry-Norman-Leesing tries out the latest Full Motion Videos!**

**I**t's all action this month, three movies to watch and the first FMV pop video should be available by the time you read this. The movies on show this issue are *The Hunt for Red October*, *Ghost*, *Naked Gun Two and A Half* and the first music FMV title – *Eurythmics, Greatest Hits*.

This month sees the release of a film Alan's is just itching to get his hands on – yes *Ghost* has finally floated in. Quite why Alan wants to watch this timeless tear jerking romantic drama is beyond me, maybe something to do with an unhealthy admiration of Patrick Swayze (heck he even knows how to spell his name!). Anyway, *Ghost* is a classic film, loved by practically

## SOUNDS ALL RIGHT

If you've got the CD32 and an FMV module and all you have is a FMV module and then you're missing out on some amazing sounding experiences.

On the back of the CD32 are two photo jacks. Using standard phone cables connect these to your stereo via either a spare input connectors or the inputs for your CD player – remember CD32 has CD quality audio!

Next time you watch an FMV film or play a game, turn on the stereo and listen to the sound coming through, using your stereo to amplify the sound will enhance the FMV film experience even more.

every woman I know, and more than a few men will admit to enjoying it – when pushed that is. As such this

*Ghost* – on CD, a haunting experience?



*Naked Gun Two And A Half* – total slapstick variety!



*The Hunt for Red October*.

ical than should be allowed, it's time for some humour, and why not! *Naked Gun Two And A Half* is fast paced, slap-stick comedy along the same lines as *Airplane*, and *Police Squad*. The film follows the antics of Frank Drevin as he stumbles his way through another investigation, if you find *Police Squad* humour enjoyable you'll love this.

It's laughs a minute with this film, and unfortunately for all the wrong reasons. Sadly, *Naked Gun* has suffered very badly in the transition from master tape to FMV format – it's the worse I've seen yet, apart from very early promotional titles. The picture blurs regularly, with a definite fuzziness throughout the film and there was also a loss of detail in several frames. Unless you're a diehard Frank Drevin fan, avoid this one.

## DIVE, DIVE, DIVE!

The next film is one of my all time favourites, an absolute rip roaring semi-political, action drama. Originally released as the real East/West cold-war was coming to an end, *The Hunt for Red October* charts the activities of a Russian captain trying out Russia's newest and most deadly submarine. But instead of following orders he has his own plans and creates more than a few waves between Nato and the Warsaw pack in the process. A strong plot, with the acting staring Sean Connery and Alec Baldwin adding to a powerful atmosphere set both below and above the waves!

Like *Ghost* the conversion quality of *Red October* is well up to scratch. The sound in this film was particularly better than from my VHS video version, and came out wonderfully through my Denon surround sound system (see box out). The visuals were also more than up to recent levels and showed none of the fuzz that can be seen in early FMV films.

## HE'S BACK JUST ACCEPT IT!

After overdosing on emotion with *Ghost*, and *The Hunt for Red October* getting more polit-

## SWEET DREAMS

When Commodore first unveiled the FMV card for the CD32 one of their biggest claims was that there would be a load of video CDs from the world of music. So far however, there haven't been that many, zero to be precise, but now the first is about to arrive and it is a fine example of what is coming.

*Eurythmics, Greatest Hits* is, like the films reviewed, a double CD. As you would expect it features both the audio and video tracks to many of their best tracks, including *Sex Crime*, *There Must Be An Angel*, *It's All Right* (baby's coming back), *The King and Queen of America*, and *Would I Lie to You*. There are 22 songs on the two CDs and added to this is a Eurythmics discography. The last track is a collection of still frames (why only still frames?) showing their previous work.

BMG, the record company behind it, are also working on several other FMV titles, although no details were available at the time writing. However BMG are one of the UK's largest record company's and represent other major artists like Lisa Stansfield and Whitney Houston so we should hopefully see some big releases in future.

Typical of the music business, which always tries to charge as much as possible, music CDs will be priced at £19.99, rather than the £15.99 that the films are being sold for. ☺



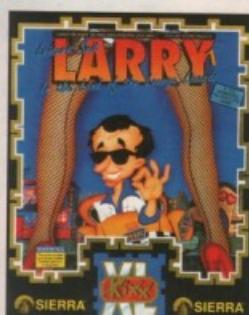
# Make the Connexion



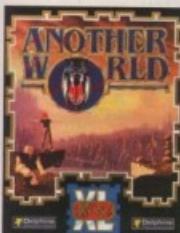
**▲ Eye of the Beholder**  
Atari ST, CBM Amiga, PC & Compatibles 3.5" RRP £16.99



**▲ Winter Gold**  
C64 disk, Atari ST, CBM Amiga, PC & Compatibles 3.5" RRP £14.99



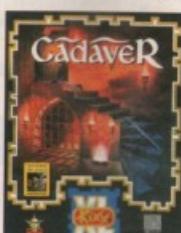
**▲ Leisure Suit Larry 1™**  
Atari ST, CBM Amiga, PC & Compatibles 3.5".  
Also available Leisure Suit Larry 2™.  
RRP £14.99



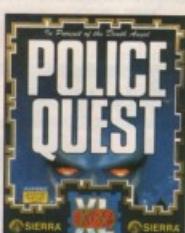
**▲ Another World**  
Atari ST, CBM Amiga, PC & Compatibles 3.5" RRP £14.99



**▲ Cybercon III**  
Atari ST, CBM Amiga, PC & Compatibles 3.5" RRP £12.99



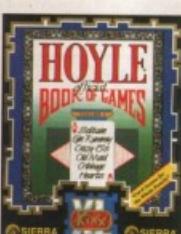
**▲ Cadaver/Payoff**  
Atari ST, CBM Amiga, PC & Compatibles 3.5" RRP £14.99



**▲ Police Quest 1™**  
Atari ST, CBM Amiga, PC & Compatibles 3.5" RRP £16.99



**▲ King's Quest® I**  
Atari ST, CBM Amiga, PC & Compatibles 3.5" RRP £14.99  
Also available King's Quest® II  
RRP £12.99



**▲ Hoyle® Book of Games Vol. 1**  
Atari ST, CBM Amiga, PC & Compatibles 3.5". Also available  
Hoyle® Book of Games Vol. 2  
RRP £12.99



**▲ Space Quest® I**  
Atari ST, CBM Amiga, PC & Compatibles 3.5" RRP £16.99



Kixx, Units 2/3 Holford Way, Holford,  
Birmingham, B6 7AX. Tel: 021 625 3311  
Fax: 021 625 3312  
All trademarks are acknowledged as the  
property of their respective owners.

# Viper 68030 Turbo

Amiga 1200 accelerator board



£159

Standard (no FPU)



The amazing Viper 030 board is a feature packed accelerator card which outclasses the equivalent competitors 030 boards at a fraction of the cost.

The Viper will give an amazing 440% overall speed improvement over your Amiga 1200, making it even faster than an Amiga 4000/030! Some processor operations have speed increases in excess of fifteen times.

Some floating point operations are an incredible sixty seven times quicker, faster than an Amiga 4000/040!

#### Viper Features

- Full 030 with MMU running at 28Mhz
- FPU running up to 50Mhz
- Industry standard 72-pin SIMMS
- RAM, upgradable to 128MB using 1, 2, 4, 8, 16, 32, 64 or 128MB SIMMS
- Full kickstart remapping (FASTROM option)

- Optional SCSI-II adaptor
- 68882 math co-processor
- On-board battery backed clock
- Faster than an Amiga 4000/030
- Supports instruction + data burst
- 50% cheaper than competition

Viper 2MB (no FPU)

£239

Viper 4MB (no FPU)

£309

Viper 8MB (no FPU)

£479

20 MHz FPU

£25

33 MHz FPU

£60

40 MHz FPU

£80

# Power Drive

Why buy second best?



Power Drive is the most impressive disk drive of its kind on the market. This award winning drive has the backing of the 'Commodore Quality Seal of Approval' to ensure complete compatibility with Commodore computers.

The drive includes a strong aluminium casing, an anti-click device, virus blocker, Cyclone compatible chip and the latest built-in backup hardware which allows X-Copy to copy and verify.

£60

Power Drive



£15

Cyclone & Blitz



Beware - Flickering LED's on your disk drive mean that the drive has not been modified by Sony for 100% Amiga compatibility.

Features	Power	Amitek
Anti-click	•	•
Anti-virus	•	•
Aluminium extrusion	•	•
Sony mechanism	•	•
Isolation switch	•	•
2 year guarantee	•	•
Thru port	•	•
Upgradable to 1.76MB	•	•
Cyclone compatible chip	•	•
Built-in backup hardware	•	•
Amiga Format Gold	•	•
Disk drive modification by Sony to stop flickering LED	•	•



Power Computing Ltd

44a/b Stanley Street, Bedford MK41 7RW Tel 0234 273000 Fax 0234 352207

Prices are valid for the month of publication only.

Prices include VAT. £500.



# SCREEN SCENE

Be prepared to have your socks knocked off as you feast your eyes on the selection of games that we have for you this month. Can it get any better, we ask ourselves in a self-congratulatory tone?

- 52 ELFMANIA**
- SUPERSTARDUST**
- SENSIBLE WORLD OF SOCCER**
- ROBBIE 'N TUMBLE**
- 54 SIMON THE SORCERER PART 2**
- 56 ISHAR 3**
- 59 VALHALLA**
- 61 WORLD CUP SOCCER**
- 64 JAMES POND 3**
- 69 TACTICAL MANAGER**
- 73 SYNERGY**
- 75 MR. NUTZ**
- 78 ARCADE POOL**
- 81 MONOPOLY**
- 82 SIERRA SOCCER**
- 84 BENEATH A STEEL SKY SOLUTION PART 1**
- 87 VFM - JIMMY WHITE'S SHOKKER**
- DUNE**
- LURE OF THE TEMPTRESS**
- ARCHER MACLEAN'S POOL**
- SLEEPWALKER**
- 92 VAMPYRA**

A CU Screen Star is for games scoring 80%+  
and above. If you buy one of these, it'll be of lasting quality and that you can rest assured that, if you decide to purchase it, you won't be wasting your money.



93% and a game's worth a Superstar. We hardly throw them around, but if a game gets one it'll be completely outstanding.

Their hair is clean.  
Their nails have been manicured.  
Their shoes have been polished and their shirts care-

fully pressed. First Impressions can be so important, don't you think?

# FIRST SUPERSTARDUST

TEAM 17

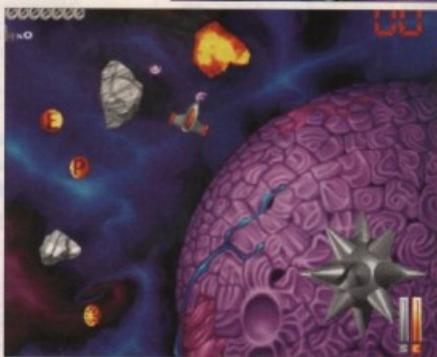
**THE GAMEPLAY:** Take Asteroids, add a bit of Asteroids, and for good measure top up with generous dollop of Asteroids. Alternatively, take the previous game Stardust, and add some more Asteroids. If you think you could be overdoing it slightly with the Asteroids, then add a stunning 3D tunnel sequence for variety. **WHAT'S NEW:** Not a lot since the previous game. This is essentially an upgrade of the standard chipset game released through Daze Marketing late last year. Glorious 256 colour graphics, more ray-traced chunks of rock than you could shake a stick at, and the tunnel sequences have been greatly improved.

**BEHIND THE SCENES:** Bloodhouse, a Finnish company, are the team responsible, with their only other release to date being Stardust itself. Don't worry, though. These clever Finns aren't a single dimension enterprise. They've got plenty of other games to come, and they aren't all based on Asteroids!

**FIRST IMPRESSIONS:** We loved the first game, so of course we are going to be a little biased towards this one. Provided they don't change

the playability of the original too much (although it could be slightly easier?) then this is a sure fire hit.

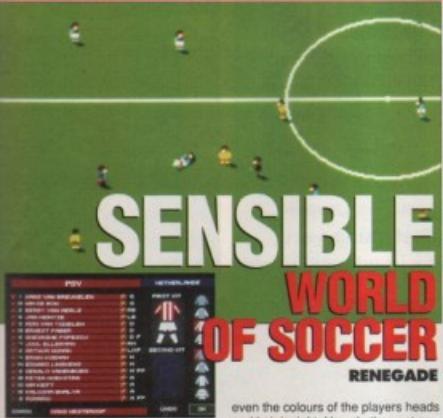
An Itchy trigger finger is just what's needed to play Stardust. And Tony Dillon? He's Itchy all over.



**THE GAMEPLAY:** Elfmania is a beat 'em up to end all others. A fat king has taken over a land by force, and you have to hire combatants to go in and rescue the turf that's rightfully yours. Every fight you win marks a cross on the board that is



# IMPRESSIONS



## SENSIBLE WORLD OF SOCCER

RENEGADE

**THE GAMEPLAY:** Naturally a large part of the gameplay is actually Sensible Soccer, upgraded and updated, but this time around there is a hell of a lot more to see. How about every team and every player in every league there is? Pick a continent, pick a country and pick a division – all your favourite teams are there.

**WHAT'S NEW:** The number of teams in the game. There are games around that allow you to tailor leagues and cups like Sensible World Of Soccer does, but there aren't many that let you do it with African Second Division teams! All the strips are correct and

even the colours of the players heads and hair is right. How do they get so much detail in there?

**BEHIND THE SCENES:** If you can't guess from the title, then you shouldn't be reading this magazine. Of course it's all been coded by Sensible Software. Who else keeps turning out games with very small characters? OK, DMA Designs...

**FIRST IMPRESSIONS:** If I said it looked anything else but wonderful, then I'd get lynched. It's Sensible Soccer, so you can't really go wrong with that, and it's been cranked up to a new level. It will go to number one and stay there for a year, as usual.

the world, and when you get five in a line you win! You only have a limited amount of cash, so being frugal at the start means you can splash out on the really big battles.

**WHAT'S NEW:** The Connect 4 idea. For the first time, we have a beat em up that isn't completely mindless. Instead of just having to work your way through a dozen very similar opponents, you have to play a more strategic angle, adding a whole new dimension to the game.

**BEHIND THE SCENES:** The whole game has been masterminded by Stavros Fassoulas. That might not mean much to those new to computer games, but Stav was responsible for some of the biggest 8-bit games ever, particularly when it came to the ZX Spectrum.

Welcome to the Amiga, Stav.

**FIRST IMPRESSIONS:** The game is in quite a playable state at the moment, being only a month from review, so I can easily say it's a great game. An excellently coded product, it's almost guaranteed to fly off the shelves as soon as it hits them.



## RUFF N' TUMBLE

RENEGADE



**THE GAMEPLAY:** A fast platformer where you, as Ruff, have to race around enormous colourful levels, collecting a set number of coloured marbles to take you to the next world. Jump on things to kill them, or shoot them if you can, and do all the other cute and crazy things that we keep seeing in platform games.

**WHAT'S NEW:** Not a lot, as far as I can make out from playing the game. It's a platformer, borrowing as much from others as they all do. That isn't to say it's not a good game, it just

isn't completely original.

**BEHIND THE SCENES:** The game is being coded by Jason Perkins, who you will know from his previous work on Apocalypse.

**FIRST IMPRESSIONS:** As I've said, it doesn't come across as entirely original, but it's playable enough and looks good enough to appeal to a wide section of gamers. At the moment there are a few playability bugs to be sorted out, but once they're done I'm sure it will be great.



Above: Lots of roughness, but no-one seems to be tumbling.

# SIMON THE SORCERER 2

**- the Lion, the Wizard & the Wardrobe**

**S**imon The Sorcerer is preparing to make his big return. To some, it might seem like he has never been away, but since the first game was finished the boys and girls at Adventuresoft have been beavering away like mad to create the ultimate graphic adventure. There are those who may think that Simon stands up quite easily against anything other programming teams have to show. But be prepared to be amazed. Simon The Sorcerer 2 – the lion the wizard and the wardrobe really does look like it's going to be a whole lot better.

"We've really gone to town," proclaims Mike Woodroffe, beaming from ear to ear.

"We've got seven full-time artists now, after sifting through over 300 applicants from one advertisement. It's surprising how you can work through so much high-quality art, and end up with a shortlist of 20 to 40 artists, and then find out just how many can't make the jump to computer art. One bloke came in for a test, and walked out in an hour. He did superb artwork, but couldn't hack it on a machine."

## FRUITY IMAGES

Take a look around this page, and you'll see the fruit of these seven graphic artists. Although the game is easily recognisable as the sequel to the original, the actual quality of the art is streets ahead.

"The artists started work on the

With the CD32 version of *Simon The Sorcerer* out of the door, Adventuresoft gets stuck into his second escapade. Tony Dillon discovers that things are looking better than ever in wizard world.



Just looking at the screenshots on this page should give you some ideas as to how good Simon 2 is.

first of September," says Mike, pulling out a date-stamped disk from a drawer full of identical disks. 84 identical development disks in fact.

So what's the plot for the new



game? Well, essentially, the evil wizard, Sordid, who Simon managed to kill at the end of the first game, has returned – albeit as a ghost, and he wants to wreak revenge upon the

young boy who caused him so much trouble. To do this, he has created a magic time-travelling wardrobe, which will pick Simon up and transport him to the evil wizard. Unfortunately,

## YOU'VE BEEN FRAMED

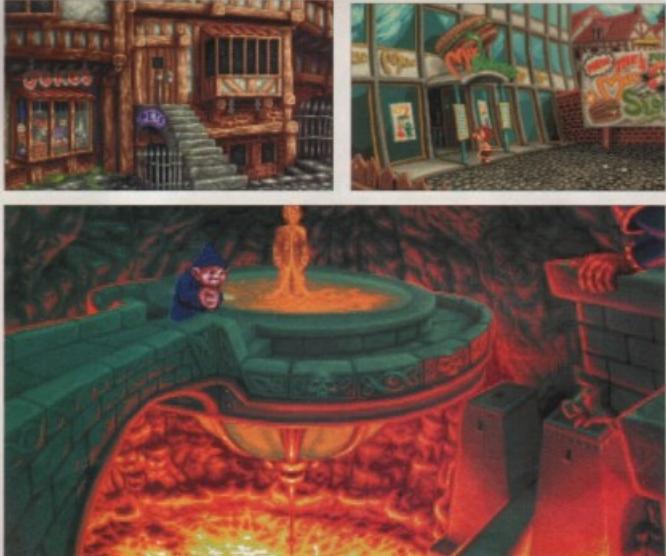


Woooh hoss, looks like someone's in a real hurry. Just look at that nifty leg work. The animation is really superb in Simon 2. The above frames are just a small selection from thousands of frames.

something goes wrong, and Simon is dumped outside a shop belonging to the good wizard Calypso, and hilarious consequences follow.

## SLOW DOWN VAMPY

The puzzles in Simon 2 look far more complex than its predecessor – there is no way Vampyra is going to solve this one in a day. For example, when Simon arrives outside Calypso's shop in the Wardrobe, Calypso tells him that he'll need to get some Mucosade to generate the 1.21 Gigawatts of power needed to get the wardrobe going again. To get some of the Mucosade, you have to get into the Royal Castle. The King is looking for a new magician, so he



A scene from the introduction, as Sordid explains his evil plan to Runt, his apprentice.

holds a competition. When you arrive there are all these crusty old wizards, and there's no way Simon could compete against these guys with their heavy-duty magic. So the only way to win is to cheat. He goes to the Street Of Traders, and buys a Do-It-Yourself stink bomb kit. Then he has to get some swamp stew from the Swampling who, in the meantime, has gone upmarket and opened a chain of restaurants called McSwampings and doesn't make stew anymore. At this point things start getting really complicated, and without wanting to give too much of the game away, a Swampling costume is made, the stink bomb is let off, various things are done to various people, and then... well, you'll have to wait and see.

## FAMILIAR FACES

Once again, Simon Woodroffe, the author of the Simon games, has borrowed copious amounts from popular fiction throughout the script. "Simon does this a lot," explains proud father Mike. "If you read through our games, you'll find quotes from all over the place. People like things they're familiar with. This is why Simon 1 has been so successful. They know the story of the Three Billy Goat's Gruff. They know the story of Rapunzel. It all works for them. It's familiar ground."

There's no shortage of familiar faces in Simon 2, just in case you were wondering. Most will have already got the connection with the title (a tip of the hat to C.S.Lewis) and quite a few will have got the Back To The Future storyline, but there is much more to it than that. The Three Bears make an appearance in this game, but in this case Goldilocks is a persistent offender, and as a result the Bear's cottage is like a fortress – they are so fed up with Goldilocks coming in and raiding it. The Lady Of The Lake makes her own waves in the game, dressed in a wetsuit and oxygen tank. You will need to get past her, but she won't let you until she sees the royal seal, which in true Simon tradition will actually be a seal – the kind that do tricks with balls and catch fish!

One thing that Mike is taking into consideration for the sequel is the move to CD-ROM and CD32 platforms. Whereas the first game was a text-based adventure that moved eventually to CD, the script for the sequel is being written with the spoken word particularly in mind. And Mike has laid out for a Hollywood collection of sound effects for the game, which, when combined with the new improvised script make the game just as enjoyable to watch as to play, as the running demo

Top left: The Street of Traders. Top right: McSwampings – the Swampling's new home.

Adventuresoft showed at the ECTS proved. The inclusion of sound effects will also be a welcome relief for fans of the original game who only had the choice of music or silence. Mike has listened very carefully to criticisms and praise for the original game, and is confident that Simon 2 will be the first graphic adventure to get it completely right.

The game should appear somewhere towards the end of September, so don't hold your breath for it. We'll have a full review as soon as we can, but until then, just drool over the screenshots.





# ISHAR 3

**Daze software is fast becoming one of the largest RPG adventure specialists in Europe. Steve Keen gets the latest chat, straight from the intercontinental fax, on their latest spectacular creation.**



W.I.B

June and although French programmers Silmaris are constantly updating the code, they are confident that it'll keep its projected release date. The plot for the third adventure goes like this: The evil wizard Shandar, from *Ishkar 2*, has made a surprising comeback. His plan is to reincarnate himself in another form, so the search is on for another body. Pulling out all the stops the mad wizard decides to come back as a gigantic 2,000 year old winged dragon, named Wohratax. The creature is immortal and the last remaining member of the Black Dragon race. So it's down to you to destroy the immortal dragon before Shandar can take control of his soul.

"We've introduced a whole new host of features for the new game," say the Silmarils programmers. "In *Ishlar 3* you have to travel back in time and find the key plot points scattered throughout history by using the series of time gates - portals that open up pockets back to the past."

## **WHAT A PICTURE!**

Indeed, *Ishar 3* features incredible graphics with the added novelty of photo-realistic characters.

"All the characters have been created by photographing real people and digitising them into the game," Louis explains.

"This gives the game an even more realistic feel and serves to draw you even further into the plot. You can create your own characters and choose their appearance from a series of French models.



who've been scanned in and digitised from professional photographic portfolios. Every one has their own personality and they develop as individuals as the game goes on. A whole web of sub-plots keeps the game ticking along, so that even when the final goal of destroying the dragon wizard seems miles off, the game never becomes boring because there are always equally exciting tasks to undertake along the way".

A-Z ANYONE?

**A-Z ANYONE?**  
Seven different locations appear in the game including jungle, fortress, mountain and forest scenarios. Each location will appear different, depending on which time span you're in, plus there are scores of indoor locations like casino, temple

and taverns. RPG fanatics will know that adventure games are loaded with options and features, and so will be pleased to see that *Ishar 3* is no different. Players can choose their own names, race, class, appearance and characteristics from over 100 different personalities. These individual characteristics also affect the action in the game.

"We've given every character his/her own individual style," states Louis Marie. "Some may be prone to stealing, others may not be trustworthy and they are a lot, whilst another group may be murderous and do away with party members. The programming team have created real-time fighting with totally new tactical screens and even implemented a system that can intercept combat and turn night to day."

**GETTING AROUND TOWN**

*Ishar 3* is totally mouse driven and all the action takes place with the traditional point and click interface. From first impressions the style and feel of the game are in a class of their own and, with its varied sub-plots, *Ishar 3* is definitely not as straightforward as other PC/GP/Movie games.

"Linear is not a word you could use to describe *Ishar* 3. There are always different routes to take and alternate avenues to follow."

Although Silmarils have put humungous efforts into *Ishar 3* they reserve the title of "Most Technically Advanced Game" that they've produced for the soon-to-be-released *Robinson's Requiem*. However, *Ishar 3* is looking stunning and is definitely one of the most eagerly awaited adventures we've seen for a long time...

Louis Marie concludes: "Ishar 3 is an extravaganza of an RPG with undoubtably the finest graphics and the best plot we've come up with yet. Fans of the previous two games will not be disappointed."

And we're certainly not about to argue with him. For now.

# ISHAK

# 3

## THE SEVEN GATES OF INFINITY

Remember...  
So many battles...  
But the peace that was so hard fought for, is short lived...  
The shadow of Chaos is cast anew on the walls of the citadells...  
A journey through the gates of time itself, in pursuit of the dragon of Sith,  
the last survivor of the Great Black Dragons...  
The third installment in the saga of the Kingdom of Arborea, Ishak 3 journeys once more into the universe of the RPG, with its strange worlds, mythical adventures, imaginary creatures - possibilities of creating and reusing the characters from past adventures.



# Silmarils

Available for PC and compatibles

AMIGA/AMIGA 1200

ATARI ST/STEP/FALCON

MACINTOSH - CD 32

SILMARILS UK, 2 CANFIELD PLACE, LONDON NW6 3BT TEL : 071 328 2762 FAX : 071 328 2738



# COLOUR KITS for MONO PRINTERS

Ever wished you'd bought a colour printer instead of a mono one? Wouldn't it be nice to print out pictures in colour? Now you can with Amiga Flexicolor Kit. Each Amiga Flexicolor kit comes complete with everything you need to print in colour, including superb software. The colour is in a separate cartridge which fits into your printer. Print the same way as your black ribbon so it will not affect your printer. Also on all models listed below paper alignment is automatic, you do not have to manually align. PRINTS AS GOOD AS YOUR PRINTER! If your printer is not listed below please phone. Amiga Flexicolor kits for Star LC100, LC120, Star 24 COMPLETE KIT £9.95

## FLEXIDUMP 2

- Total COLOUR CONTROL
- Select area to print
- Select size to be printed
- Balance control for enhancing dark pix (B&W or B&G)
- New feature to insert colour pix and word processed documents → Page control → Colour sieve
- Ink correction → Pattern rotate → Dot pattern control
- Automatic poster mode for larger than A4
- Production Grapher Test Labels/Labelsheets
- Special effects
- PRINT FULL COLOUR ON YOUR BUBBLE JET PRINTER:**
- Colour separation for 8 lots. • Laser quality colour graphics
- Import larger than screen size files and use Fleshtiling to reduce (produces superb letterheads)
- Colour printer (A4, A3, A2, A1, A0 and scrollable)
- Colour/Mono catalogue function. Will print a mini picture (size selectable) at a complete disc (sorted alphabetically) including titles
- Ideal for T-shirt printing. Prints a wide range of Colour and Mono printers. Star LC100, LC120, Netronics, Net, Panasonic KX/P206/212, Color etc.

£39.95

UPGRADE FROM FLEXIDUMP TO  
FLEXIDUMP 2 £11.75 inc. RETURN MASTER

All PRICES INCLUDE VAT AND CARRIAGE

## CARE ELECTRONICS

Dept CUA, 15 Holland Gardens, Garston, Watford, Herts, WD2 6JN. Fax: 0923 672102

 ORDER LINE ON 0923 894064



## UTILITIES

1. Complex - Real "AGA" [2]
2. Faculty - Lofted Draw "AGA"
3. Simon Jones' Icons [Fast Graphics]
4. Super AGA - "AGA" get it!
5. Rojanine - Taste The Difference "AGA" [2]
6. Flying Cowz - Lame BBS intro
7. Crypt burners - Brontosaurus in a box "AGA" 2MB+ [2]
8. Andromeda - Another "AGA" [2]
9. Token - GED 2 "AGA"
10. Mystic - Videl "AGA"
11. Space Invaders - "AGA"
12. Sector - T-Rexway Brain
13. TEK-Kompoz
14. Razor 1991 "We Share Asp"
15. Simon Jones' Icons [Fast Graphics]
16. Complex-Origins "AGA" [2]
17. Cryptobrowsers - Crash test
18. Nano-SOHO "AGA" [2]
19. Super AGA - "AGA" [2]
20. LSD - Jesus On E "AGA" Fixed [2]
21. Anthonette - A Pebble Tuna
22. Old Bull's Tiff-Insults [2]
23. Super AGA - "AGA" Demo
24. FAIRLIGHT - Full Moon AGA [CU Rated 90%]
25. Axpy - Time Sensitivity
26. Scale - "AGA"
27. Javelin - "AGA"
28. Xrefress - [Depart] Dreams [2] Essential Demo
29. Net [Technological Death]
30. Super AGA - Cool Demo
31. Super AGA - "AGA" [2]
32. Super AGA - "AGA" [2]
33. Teem - "AGA" [2]
34. Reasound - Head "AGA"
35. Arsite Smells Like Choke 04 "AGA"
36. Lynx Projects - Wind It Up
38. Koga Games - "AGA"

"CALL FOR LATEST TITLES"

"CALL FOR LATEST TITLES"

## T-SHIRT PRINTING RIBBONS

PRINT ON NORMAL PAPER IRON ON T-SHIRT

- Colour Citizen Swift
- Colour Citizen Swift (Reload)
- Colour Star LC100
- Colour Star LC100 9 Pin
- Colour Star LC200 9 Pin (Reload)
- Colour Star LC200 24 Pin (Reload)
- Colour Star 24 Pin (Reload)
- Colour Citizens LC200/Swift
- Colour Star LC10
- Colour Star LC10 9 Pin
- Colour all Star 24 Pin
- Colour Epson FX80/LC9000 /MX800
- Colour Epson LX80
- Colour Epson FX1080
- Colour Panasonic KX-P1000
- Colour Epson Color 1000A

Heat transfer Pens 5 large red/orange/yellow/green/  
blue. Small pens have a marker size ribb. £14.95 + set  
Heat transfer Pens 5 small red/orange/yellow/green/  
blue. Small pens have a fine nib. £11.95 + set

HP DESKJET, HEAT TRANSFER INKS, BLACK REFILL  
£14.95, TRI-COLOUR REFILL £29.95, TRANSFERLA 100  
Transferring onto Ceramics, Glass, Aluminized Paper, Heat

## COLOUR PRINTER RIBBONS

Don't throw away your plastic printer ribbon cartridges. Just take the top off, take out the old ribbon and reload it with a new one. It's simple. Full instructions supplied.

- Reloads for:  
Star LC200 9 Pin Colour (Normal Ink)  
1 Reload - £6.99 5 Reloads - £23.95
- Star 24 Pin Colour (Normal Ink)  
1 Reload - £6.99 5 Reloads - £29.95
- Citizen Swift 4 Colour (Normal Ink)  
1 Reload - £6.99 5 Reloads - £29.95
- Panasonic 4 Colour (Normal Ink)  
1 Reload - £6.99 5 Reloads - £29.95

Link ribbons also available in Gold, Silver, Magenta, Orange, Purple, Brown, Green, Blue, Red for a wide range of printers.  
Special refill for Panasonic printers and Star LC200 9 Pin black bottle. £9.95

## HP DESKJET/CANON BUBBLEJET REFILLS

"CARE THREE PACK" will refill HP5160RA Cartridge 3 times. The Canon BC-0154RA cartridge 3 times. Three Pack available in Yellow, Magenta, Cyan, Red, Blue, Green, Brown, Purple, Black £14.95 each.

"TRI-COLOUR PACK" 3 Yellow, 3 Magenta, 3 Cyan refill £17.95 available for Bubblejet and Deskjet

"CARE SIX PACK" will refill HP5160RA cartridge 6 times. The HP5160RA High Capacity 3 times. The Canon BC-0154RA cartridge 4 times.

Please quote type when ordering  
6 BLACK REFILLS ONLY £24.95

# Visage Computers

When Ordering By Post Please Make Cheques, With Bankers Card Number Or Postal Order Payable To "Visage Computers"  
**DEMONS**

## UTILITIES

1. ID Copy 3.1 - Bert FD Copier Available
2. 24V Corner 3.0 - Excellent Camera Package
3. ErgoRack 1.0 - Ergonomic Workstation (Top Tool !!!)
4. ErgoRack 1.3 - Essential for K52 users
5. ReloRack 1.4 - AGA turns CPU Cache OFF
6. P.C. Toolkit 2.0 - PC Emulator
7. P.C. Toolkit 2.0 - PC Board Processor
8. V.M.D. 2.0 - Video Memory Diagnostic
9. North C - C Compiler
10. C Manual - Complete Tutorial [12]
11. LSD - Shopping Monitor Version 2.0
12. Disk Doctor 2.0 - Fixes Bad High Density Disks
13. Octahex V2.0 - Latest PD Release
14. AKA Book Up 4.0.3
15. Action Replay Pro - Fully Supports A4000/30,040/30,040/20,040/10,040/1000/2000/3000/4000/5000/6000
16. EPU - Hard Disk Expander Works Invisible
18. Provoid V1.00 - Excellent PCB Design
19. Checklist A-Z of Games Cheat [2]
20. Trasher 1.0 - Excellent Adventure 68070
21. Fileman V3.0 - Let You Play Huge Adventures From HD
22. Thruster v2.0 - Great Good Directory
23. LSD - Ken Da Spectrum Emulators Games Collection
24. Super-Duper - Multi Tasking Disk Copier [EGS K52]
25. Virta - Virta 1.0 - Excellent Version
26. Virta - Virta V1.0 - (EGS K52)
27. ABBAS V6 - 55+ System Performance Evaluation Utility
28. CrunchedV1.9 - Latest Version
29. Infect Engine - Virtually Infected Engine. Converts DOS formats to Amiga
30. Video Explorer - Excellent DOS Create [10] Rev 26/HD
32. Messyvid V2 - Converts PC To Amiga Filers.
33. Mandopak 1.0 - 2D OR 3D Fractal Generator
35. 3D Model Builder - Excellent
36. Moon - Work Bench
37. Next Generation Workbench [2]
38. Amiga Game Referencer Games Database

## ART

1. INFRA - Bodyshop 4 "2 Disk"
2. ERIC SHWARTZ - Quality Time "5MBREQ4DH"
3. ERIC SHWARTZ - Boil Masking "2 MB REQ"
4. 3 WAYS TO STOP SMOKING "1.5 MB REQ"
5. CRYPTORUN-BJS - Revolutions
6. BLOOD - Blood
7. CLAUDIA - AGA" Sidewalk CERT18
8. SIRKA - "AGA" Skidow Get It!
9. CODMAX - World Of Mangs "AGA" [4]
10. SUICIDEMAN 2.1.5 MB

## MUSIC

1. COOPEX - Melodious Times [3]
2. PSIONIC - Esperanza
3. JAZZ - Jazz (Excellent Sound Style)
4. ANATHEMA - N.Y. Seven
5. LOGIC - TRANCENTRAL WORLD [3] DISK
6. ABSOLUTI - Swedish Music Disk
7. TIMPACT - Virtual Harmony
8. DREAM - Chinese Kings
9. DREAM - Dream
10. BASIS CREW - HARDCORE TRAX 1 (EAR HARDCORE)
11. INFINITE - UNFORGIVEN (EAR HARDCORE)
12. SPACERALS - NOISELESS - Dizzy Tunes 2 [2]
14. DIMENTION - UK PARTY 3 MODS [3]
15. DUAL CREW/SILENTSONIC ATTACK 2 [4]

## OTHER STUFF

- Fred Fish - 1-1000  
LSD Legal Tools - 1-154  
Assassins Games - 1-170  
LSD Grapevine Disk Magazine Issue 19[3]

FOR THE BEST & VERY LATEST  
AMIGA PUBLIC DOMAIN CALL  
"VISAGE COMPUTERS"  
WE WILL NOT BE BEaten ON  
SPEED & SERVICE.  
PROGRAMS COPIED ON  
TO BRANDED DISKS WHICH ARE  
CERTIFIED 100% ERROR ORDERS  
TAKEN MONDAY-SATURDAY  
9AM-5.30PM

KEY# = NUMBER OF DISKS

PLEASE NOTE THIS IS ONLY A SMALL  
SELECTION OF OUR PD LIBRARY.  
WE HAVE NEW PD ARRIVING EVERYDAY

"CALL FOR LATEST TITLES"  
TO ORDER PHONE  
0800 444 591

OR SPECIFIC DISKS: P.O.T.D.  
"VISAGE COMPUTERS"  
81 STATION RD  
MILTON KEYNES  
MK7 8LD

## ACCESSORIES

- |   |       |
|---|-------|
| Precision 3.5" 05/00..10                                  | 4.99  |
| Precision 3.5" 05/00..50                                  | 22.99 |
| Precision 3.5" 05/00..100                                 | 41.00 |
| Mouseline   | 2.99  |
| Amiga Dust Covers   | 3.50  |
| 50 Capacity Storage Box                                   | 4.99  |
| 100 Capacity Storage Box                                  | 4.99  |
| Roll Of Disk Labels 1000                                  | 1.99  |
| Software & Hardware Also Available Call For Latest Prices |       |

## DISK PRICES AND POSTAL RATES

NO OF DISKS	PRICE PER DISK
1-10	£1
11-25	95p
26+	90p

You may not have heard much about them yet, but by the end of this summer they will be the name on everyone's lips. Let me introduce you to Vulcan Software.

**T**he Portsmouth-based trio of Terry Carrington, Paul Carrington and Lisa Tunnah are extremely excited. Towards the end of last year they came together as a brand new software house, called Vulcan Software, with the aim of righting wrongs, fighting injustice and showing the world just what the Amiga is capable of. Three months into production of their first game, coder/artist Paul is sitting in the bath when he cries the proverbial 'Eureka!' and runs screaming to his keyboard. And so, Valhalla was born - the game that looks likely to revolutionise adventure games.

Vaihalla is the tale of a sweet young fellow who has returned to his homeland to stake his claim for the throne which is rightfully his. Before he can do this, though, he has to work his way through an enormous tower, puzzle solving all the way, battling past guardians, pits, spikes, traps and just about anything else you can think of. Still, he's a resourceful young fellow, and with a little luck and ingenuity, he will succeed at this most impossible of quests. Oh, by the way, this is where you come in.

# **LOOKING UP**

Playing the game at this early stage, things are looking quite



Ignoring the typical side-eyeing by the likes of us, Valhalla plays from a top-perspective, so you watch the room above as he smoothly enough the castle, his hair flying with every step. Seem to get by a spike. See him fall down as he looks up at you in a clear voice "I'm scared". Didn't I tell you he could be true, I say. Valhalla is the first ever taking adventure to run off floppy disks. Four disks of samples provide you with scintillating conversation and amusing insights into the working of the castle as you trundle around fix-

T ing injustices. Why else did you think Paul cried 'Eureka?' Okay, so CD owners might not be immensely impressed, but the entire CU AMIGA team was when this disk appeared in the post.

The intention is to give you a character to play with, one you can identify with and enjoy controlling. There is little text in the game, and the simple control method (five



# TALKING ABOUT THE FUTURE

icons, including the save and load menu) means that players will be able to concentrate on the game without worrying about missing anything or not using anything in the correct way. If you try, the little guy on screen will look up at you with those imploring eyes and say 'I can't do that'.

## **SPEAK CLEARLY**

Vulcan are convinced that this is the way forward for adventure games, and playing the first level of this five-level game, I'm inclined to agree. Obviously, the samples aren't as clear as a CD adventure, and they are limited to a couple of seconds at a time, but they do add to the gameplay a lot, even this early on.

The one concern that Vulcan did have was that there was to be no disk swooping at all, something they have succeeded at. You switch disks between levels, but that's as far as it goes. Running from floppy will mean a slight lag between selecting an option and hearing the speech, but as this will be less than a second, there is no danger of floppy users losing out.

With some very clever programming and recording techniques, Vulcan Software have come up with a groundbreaking piece of software. As I speak, the game is about three weeks from completion - quite a feat considering it's only nine weeks old at time of writing. Quite why the game has developed so quickly is a little hard to pin down, but it could just be that Vulcan Software are a

very dedicated and enthusiastic bunch, who love great games and are in love with this one. Or perhaps because the team only comprises three people, the waiting time for all the different elements of the game such as sound, graphics and so on is dramatically reduced because there are fewer channels for all the components to go through.

Vaithala should be released on all Amiga formats within the next month, with hopefully a CD32 conversion a little later down the line. Until then you can dribble over these screenshots, and wait for the full review next issue. **CD**



Infinity

HE SUMMONED THE GUARDIAN  
AND HER OFFSPRING  
HE BURIED THEM  
WITHIN THE CRYPT  
TO PROTECT THE SACRED  
OF INFINITE  
ALTHOUGH THE  
CRUMBLED ALL





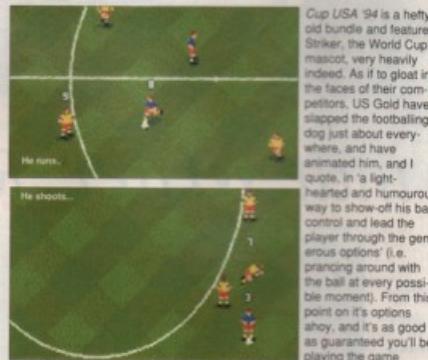
**Matt Broughton**  
stumbles and  
sometimes falls,  
but by god does he  
know how to  
wallop those balls.  
**What a tremen-**  
**dous effort!**

**F**ootball eh? A game of champions. What a platform for modern heroes. What a good way to get your head kicked in. Yes, we all love a good kick around down here at CU AMIGA HQ, and it's a good job too. Why? Read on.

Anyone who even half reads any of the popular Amiga games magazines should already be more than slightly aware that we're about to be set upon by a large huddle of footy games. (Incidentally, if anybody thinks they know the correct collective noun for footy games, please feel free to write in to us on a postcard – just don't be surprised if we burn it immediately). What you might not be aware of though, is that US Gold is the only company to have the official World Cup licence, and as a result will be producing what promises to be a real stonker.

The preview material for World

# WORLD CUP USA '94



exactly as you want it.

If 'M Perfection' is your middle name (like Tony Dillon, or is that Mr Plonker?) then you're likely to be well satisfied by this package, as set piece practice is probably the most impressive option here. The player is able to rehearse just about any aspect of the game, including kick-offs, corner kicks, throw-ins, free kicks and penalties – you can even decide whether you want to play as the shooter or the goalie during penalty practices.

With each of the game's training options you will be able to play either against a second player, the computer, or just an empty pitch (and if you've seen some of my tactics you'd be forgiven for wondering if I could score even then!).

Cup USA '94 is a hefty old bundle and features Striker, the World Cup's mascot, very heavily indeed. As if to gloat in the faces of their competitors, US Gold have slapped the footballing dog just about everywhere, and have animated him, and I quote, in a 'light-hearted and humorous way to show-off his ball control and lead the player through the generous options' (i.e. prancing around with the ball at every possible moment). From this point on it's options ahoy, and it's as good as guaranteed you'll be playing the game

more standard options are at your finger tips too, allowing you to affect the players' speed, the balls 'glue factor' (Well, Graham Taylor could be described as a bit of a Pritt Stick), as well as the pitch type and weather. You'll also be able to switch the off-side and back pass rules on and off.

As far as individual teams go, you can not only change their appearance using the strip editor, but can also use the formation editor to either modify existing formations, or to set up your own from scratch, allocating set zones to each player.

World Cup '94 hopes to inject atmosphere throughout, using a number of graphical drop-ins showing refs faces, cards issued, etc. as the game progresses, and after each game you'll also be able to enter a debriefing screen which will show both teams' overall performances and various items of statistical data.

Though we stand to see many, many footy games before the year's out, World Cup '94 promises to be a game to be reckoned with. But then again, don't they all! Tune in for a full review next month (hopefully). **cu**



# Put Your Finger on the Buttons of the 'Very Best Amiga Word Processor' available...



## NEW Final Writer<sup>TM</sup> Release 2

We may claim... 'Final Writer is the Very Best Amiga Word Processor available', but don't just take our word for it. Magazine reviews of word processors in the UK and worldwide have bestowed higher marks and more awards on Final Writer than any other! We don't need to say we're 'Number One'. Others do it for us!



And, remember... right from the day of launch, our software works First Time Every Time!



Final Writer Release 2 has a range of NEW features & enhancements including...

**Undo/Redo** - 'failsafe' and aid to experimentation

**Paragraph Strips** - user definable font/style info for individual documents

**'Easy Select'** - Plain, Bold, Italic and Underline buttons

**Floating Palettes** - user definable floating tools, user buttons, paragraph styles on individual documents

**Redesigned Layout Menu**

**User Button Strips** - can be saved for each document

**Ruler/Paragraph Strips** - can now be 'switched' on/off

**Faster Drawing Tools** - for even better performance

# Now you can use Software this Powerful on your Amiga



Final Writer - for the author who needs even more! If you already use an Amiga Word Processor, it won't include the complete and comprehensive array of features found in this latest addition to the SoftWood family.

## Can your Word Processor...

Output crisp PostScript™ font outlines on any graphic printer (not just expensive lasers), and was it supplied with over 110

typefaces? Import, scale, crop, view on screen and output structured EPS clip-art images (Final Writer is supplied with a hundred), again, on any printer? Also create structured graphics and rotate them along with text to any angle, giving you DTP quality presentation? Provide a huge range of printing options (e.g. scaling, thumbnails, crop marks etc. on PostScript™ printers) and fulfil other advanced Word Processing functions easily such as automatic indexing, table of contents, table of illustrations and bibliography generation? With Final Writer, this is now available to you along with a list of features that just goes on and on. We know that you'll be impressed by this revolution in Amiga Word Processing, but don't be put off by its advanced capabilities. With its complement of user definable Command Buttons and Superb Manual, Final Writer is simply one of the easiest programs to learn and use.

## Final Writer is not just a one-off product...

SoftWood are acknowledged as the World's leading software company publishing for the Amiga and no other system. So, if Final Writer exceeds your current requirements - whatever your Document Processing needs, whatever your Amiga - SoftWood will still have the Perfect Package for you...

## Pen Pal or Final Copy II and Proper Grammar II...a Complete Range.



Once you become a registered SoftWood user, you'll gain access to unlimited free UK technical support (others often charge you or don't provide support at all) and preferential upgrades to future versions of these and other exciting new products being developed right now.

# SoftWood



Quality software for your Amiga

## SoftWood Products Europe

New Street Alfreton Derbyshire DE55 7BP England  
Telephone: (0773) 836781 Facsimile: 0773 831040

Available from all good dealers or, contact us for a list of nationwide stockists.  
All information correct at time of going to press. E&OE. All Trademarks acknowledged.

The document shown was output on a low cost Canon Bubble Jet.

...to produce Documents this Good...



...without having to buy an expensive PC or Macintosh™, high priced Colour PostScript™ Laser and complex, costly DTP Package

Now you don't have to search through PC and Apple™ Macintosh™ software catalogues to find a quality Word Processor/Publisher that performs as well as this.

And... even if you did, you probably wouldn't find a program that combines the very best in Word Processing and... easy to use integrated Desktop Publishing type facilities.

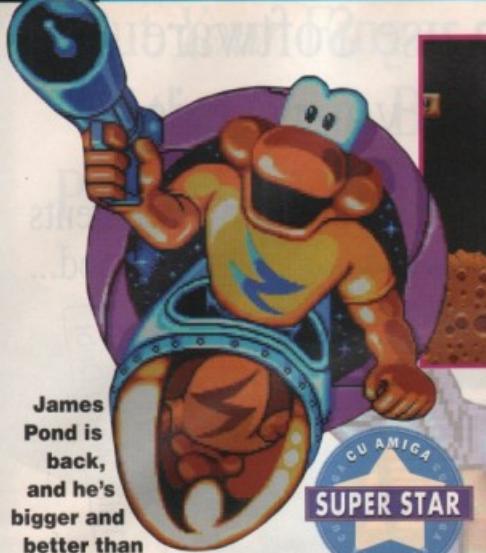
You certainly won't find Word Processing Software for your Amiga that's as capable as this!

If you've outgrown your existing package ask about our 'trade up' options from your current Word Processor (other publishers' WP's are eligible too) and preferential upgrade prices for registered SoftWood product users.

Please send my personal copy of the new Final Writer & Final Copy II software pack, including samples from popular printers, and a list of stockists to... clip the coupon or call 0773 836781 now!

Name & Address:

cua



**James Pond is back, and he's bigger and better than ever. Tony Dillon can't swim, but we stuck him in the fish tank anyway. And surprise, surprise. He floats!**



James' super Gravity boots allow him to stick to any surface - even if that means upside down or sideways! This makes for some very strangely designed levels!

# OPERATION STARFISH

**A**sk anyone to name one of the most influential Amiga platform games ever, and they'll invariably mention James Pond in one of his previous incarnations. Taking what made certain console games the huge sellers they are and making them better is what made Robocod the smash hit it was, and I'm pleased to be able to announce that in the sequel to the sequel, Millennium have gone even further. If you only ever buy two platform games for your A1200, this is one of them. (Bubble N' Squeak is the other; but you don't need me to tell you that).

If you're expecting another Robocod, however, then prepare to be shocked. Operation:

(Left, top) For the most part, James will spend most of his time collecting moons. (Left) At the end of each level is a transmitter, which has to be destroyed.



Just because you can't see anything, it doesn't mean that there's nothing there. There are hidden blocks and switches all over the level, and sometimes just jumping through the right airspace can reveal a plethora of moons or a new way across the level.

Starfish couldn't be further from that original smash. Robocod was far more in tune with Mario than this game, which features more than a tip of the hat to Sonic The Hedgehog, it

only down to the intense speeds this runs at. However, before I get you all excited over the game itself, how about a bit of the plot to get you really moving?





## LAIR OF THE MUSH-BEAST

### HELLO PUSSY-CATFISH

Doctor Maybe, the ever-present enemy of F.I.S.H., has been keeping quite a low profile lately, ever since being defeated at the end of Robocod.

Agents were put on his tail after the battle at the Toy factory, but he soon slipped surveillance.

The next thing of any importance to happen was the disappearance of a NASA Space shuttle. Maybe held a secret meeting in the desert, from which a large flash was seen streaking heavenward.

Only one conclusion can be drawn — Maybe has taken the shuttle and set up a base on the moon! What else can F.I.S.H. do but send their top undercover agent to that large ball of cheese in the sky to track down Maybe and close down his operations for good.

In true secret intelligence style, Pond has been decked out with all the latest equipment, such as boots that allow him to move without the discomfort of reduced gravity and micro-sized breathing apparatus that let him run around freely in an airless environment.

As always there are dozens of items left lying around for him to pick up and use to his advantage,

provided you can figure out where to use them.

### SHAKEN NOT STIRRED

You don't need me to tell you that Operation Starfish is a platform game, but what a platform game it is! Easily the biggest seen on the Amiga, there are over a 110 levels to

play through with, and each one is absolutely huge, easily 20 to 30 screens long and who knows how many high. You'll find almost no similarity between them either. It's not as if you can work out a strategy for completing levels like you could with Robocod. The only thing that remains the same about each level is the fact that you start at one end and somewhere near the other end is a transmitter that needs to be activated by collecting a secret number of teacups, and then destroyed with a single punch.

The whole thing is held together with an enormous map which, in true console fashion, grows as you work through it. At the beginning, there is only a small section and a single level displayed. Complete the level and the path to the next one is shown. Interestingly enough, only part of the 111 levels in the game need to be completed to reach the end. Depending on how

much of a level you complete when you reach the end — for example, if you only collect the bare minimum of teacups to activate the transmitter, instead of all the teacups on the level — then more than one path can be displayed. Depending on how you play, there are literally dozens of ways to work through the game, and the only levels you need see twice are the very early ones.

As I've already said, this game takes a lot more from, say, Sonic than it does Mario. Sure, there are still lots of hidden blocks to head-bang against, and there are plenty of enemy sprites to leap upon and destroy with your feet, but the whole thing is considerably faster than the last game. In Robocod he rolled along at a leisurely pace most of the time, occasionally building up speed when he came down a slope. In Operation Starfish, James has a

gearbox. You start the game in 'walk' mode, where he moves around at a controllable rate but can't climb the sides of mountains.

Pressing the space bar takes him into 'run' mode, where no surface is too sheer, even hanging upside down.

Yes, Pond's boots recreate a field of gravity, but they do it on any surface, not necessarily the one that forms the crust of the moon. Remember, this time Pond isn't racing around inside a conveniently designed building. This is the moon we are talking about, and you couldn't hope for a more uneven surface to run around on. Still, unless you actually jump, Pond sticks firmly to the ground he's walking on, and as a result can often end up running upside down, up the side of a wall and even round and round a single block if you aren't careful.



## THE FISH MENU



**A**s you race around each of the levels, there are all sorts of goodies waiting to be discovered. Here is just a selection of the toys on offer.

### UMBRELLA

Very handy for crossing large spaces, the umbrella allows Pond's descent to an almost standstill, allowing him to make far longer jumps than before.

### GATEAUX GUN

One of the only real weapons in the game, this fires a selection of different fruit, depending on the number of power-ups you have collected for it. It starts off firing bouncing apples, but as you increase its

capabilities, you can work all the way up to honking cakes. This gun is handy for clearing a path along the ground, but needs a little practice to make good use of it when in the air.

### DYNAMITE

Can be thrown at enemies, or especially at large bases of TNT. A short fuse means that it will explode shortly after being thrown, so you best get out of the way as quickly as possible.

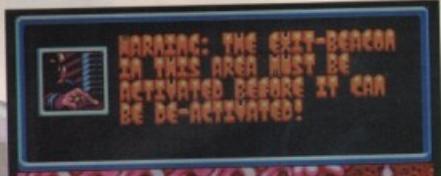
### CHEESE

Ever fancied taking a piece of moon rock home with you? The cheese can be thrown at enemy sprites as a weapon, or can be used as a stepping stone to allow Pond to reach higher platforms.

All this has made for some very clever level design, and Chris Sorrell stands to be heartily congratulated for this. A finer designer of platform games has never walked this earth, in my opinion. Even though the game is so large, you are very rarely left wondering where to go next. Every screen is packed with clues as to what to do, even if said clues aren't particularly blatant. A tree might extend above the top of the screen, or you might come across a blank wall with a considerable amount of open space in front of it. It doesn't give the game away, but it does add a very nice puzzle element to what is already a superb game.

Take the first level, for example. Right at the very start there is a block just hanging in mid air. Leaping off it

&gt;&gt;



accomplishes nothing, nor does hitting it. Yet running along a bit you find a bomb. Drop the bomb on the block and when it explodes, it takes the block with it, opening up a wormhole to a secret bonus room. There's a prize of five games of your choice to the first person to map out all the secret locations in this game!

means that it will take some people weeks before they see half of it. There are enemies just as tough as Pond, and if you can get through level two without losing energy within the first fifty times of playing the game, I'll be very surprised.

It isn't frustratingly hard, though, and that's partly what makes the game so addictive.

Whenever you lose



### O SOLE O MIO!

Visually, the game is wonderful. Although it is very different to Robocod and Aquatic Games in that it is nowhere near as colourful (but, what do you expect when it's set in space?). It also doesn't seem as cute as the last two games. Instead, this is a tougher, meaner Pond we're seeing. He's a fish of action, not silly dances and cute expressions. There's bags of character in the game, too, although some of the cuteness gets used against the player.

Take the sweet little chicks, for example, who rush to meet you when you walk near them. Happily they waddle across the landscape, until they reach your feet, at which point they explode taking some of your energy with them. Gits.

One thing this game is, though, is very, very tough. The size of it alone

### JAMES POND - THIS IS YOUR LIFE

Join our Pond expert, Smokey McArd, as he takes a nostalgic look back at the history of this incredibly successful computer character.

#### JAMES POND

It all started as a tiny little platform game, with a fish who swam around a lot and rescued other fishes. Ersatzville CU AMIGA Dep Ed Joe Sloan swore by this one, thinking it to be the best thing since sliced bread, while current Dep Ed Lisa Collins is right behind him on that one. Of course, looking at it now, it does all seem quite primitive, with little of the charm and character that have made Pond such a leading character, but at the time, well, what can I say?



energy or a life, you know why and you know you could have avoided it. There are no hidden, nasty surprises, and the controls are good enough to allow you to fly through the early levels.

#### FLIPPER GREAT!

The ultimate follow up? I think so. Millennium have the Pond series



#### AGA ONLY!?!?

Yep, I'm sorry to have to tell you this, but James Pond 3 - Operation Starfish will not be available on anything but the A1200/A4000 series.

The reason for this? The game is just far too big to fit on the typical AGA set-up. There is no way the levels would ever fit on a 1MB machine, and rather than take a risk on ruining the game by cutting it down, Millennium have decided to release the A500 version. If you really want to see it on your non-AGA machine, then get your 2 MB upgrades now, and start pestering Millennium.

### MILLENNIUM £25.99

#### AGA ONLY

MILLENNIUM, QUERN HOUSE, MILL COURT, GREAT HEDWELL, CAMBRIDGE CB2 8LD. TEL: 0223 844894

RELEASE DATE:	May
GENRE:	PLATFORM
TEAM:	IN HOUSE
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	NO
MEMORY:	2MB

GRAPHICS	*****	++85%
SOUND	*****	++89%
LASTABILITY	*****	94%
PLAYABILITY	*****	++96%

**One of the best arcade games ever released for the Amiga.**

**OVERALL 94%**

club football - THE MANAGER

# can you manage it?



## THE ULTIMATE FOOTBALL MANAGEMENT SIMULATION FOR YOUR AMIGA

### The Tactician

Select your team and play the transfer market using real player data to make your decision. Unique tactical section enables you to have total control of individual players. Change your tactics during the game using the unique preset tactical options—should you hold onto that one goal lead or go for another? Review the comprehensive and detailed statistics to plan your progress when you need to.

### The Coach

Organise your coaching and training. Get your scouts "on the ground" invest in your youth team and nurse your injury list back to full fitness. Select the best backroom staff to maximise your team's performance.

### The Manager

Deal with full post-match newspaper reports on your performance.

Take tough decisions, deal with your chairman, sponsors and fans.

### The Businessman

Negotiate your contract, look after yourself and make sure you're the boss of your own destiny.

### The Winner

You're a 35 year old new boy - how long is it going to take you to get promotion, fill your trophy cabinet and build a dynasty. Your time is up after 30 seasons at the top.

We have managed to create an ultra advanced ARTIFICIAL INTELLIGENCE simulation of gameplay and player decisions. Relive the superb animated highlights of goals, saves and injuries. Everything you get in any other management simulation and more.

## CAN YOU MANAGE IT?

Amiga available in June RRP £29.99.

Amiga CD32 to follow.



Published by:  
IMAGINE  
SOFTWARE  
ENTERTAINMENTS  
LIMITED

Distributed by:  
**Software Business**  
for further information contact  
us on 0480 496497

## HIGH QUALITY SOUND SAMPLES

EXTENDED RANGE OF DIF SAMPLES (disclose new RHYTHM LOOPS disks)

Each disk is compiled from a dedicated master and is normative on the Amiga. It contains over 1000 samples and PD sample disks. They are compatible with all PCD and commercial tracker and sequencer programs, and are highly regarded by the Amiga Press. "There are a lot of sample libraries around but this one is absolutely brilliant". Amiga Computing (1993). "A must have for anyone who wants to add some extra life to their tracks". Amiga Power (1993).

CU Amiga 1280. "You want high quality and wide ranging sounds to use in your compositions? Well then this is the place to look." Rating 87% Amiga Forum Special Award. N.B. 80 of samples in Interlock

001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016	017	018	019	020	021	022	023	024	025	026	027	028	029	030	031	032	033	034	035	036	037	038	039	040	041	042	043	044	045	046	047	048	049	050	051	052	053	054	055	056	057	058	059	060	061	062	063	064	065	066	067	068	069	070	071	072	073	074	075	076	077	078	079	080	081	082	083	084	085	086	087	088	089	090	091	092	093	094	095	096	097	098	099	0100	0101	0102	0103	0104	0105	0106	0107	0108	0109	0110	0111	0112	0113	0114	0115	0116	0117	0118	0119	0120	0121	0122	0123	0124	0125	0126	0127	0128	0129	0130	0131	0132	0133	0134	0135	0136	0137	0138	0139	0140	0141	0142	0143	0144	0145	0146	0147	0148	0149	0150	0151	0152	0153	0154	0155	0156	0157	0158	0159	0160	0161	0162	0163	0164	0165	0166	0167	0168	0169	0170	0171	0172	0173	0174	0175	0176	0177	0178	0179	0180	0181	0182	0183	0184	0185	0186	0187	0188	0189	0190	0191	0192	0193	0194	0195	0196	0197	0198	0199	0200	0201	0202	0203	0204	0205	0206	0207	0208	0209	0210	0211	0212	0213	0214	0215	0216	0217	0218	0219	0220	0221	0222	0223	0224	0225	0226	0227	0228	0229	0230	0231	0232	0233	0234	0235	0236	0237	0238	0239	0240	0241	0242	0243	0244	0245	0246	0247	0248	0249	0250	0251	0252	0253	0254	0255	0256	0257	0258	0259	0260	0261	0262	0263	0264	0265	0266	0267	0268	0269	0270	0271	0272	0273	0274	0275	0276	0277	0278	0279	0280	0281	0282	0283	0284	0285	0286	0287	0288	0289	0290	0291	0292	0293	0294	0295	0296	0297	0298	0299	0300	0301	0302	0303	0304	0305	0306	0307	0308	0309	0310	0311	0312	0313	0314	0315	0316	0317	0318	0319	0320	0321	0322	0323	0324	0325	0326	0327	0328	0329	0330	0331	0332	0333	0334	0335	0336	0337	0338	0339	0340	0341	0342	0343	0344	0345	0346	0347	0348	0349	0350	0351	0352	0353	0354	0355	0356	0357	0358	0359	0360	0361	0362	0363	0364	0365	0366	0367	0368	0369	0370	0371	0372	0373	0374	0375	0376	0377	0378	0379	0380	0381	0382	0383	0384	0385	0386	0387	0388	0389	0390	0391	0392	0393	0394	0395	0396	0397	0398	0399	0400	0401	0402	0403	0404	0405	0406	0407	0408	0409	0410	0411	0412	0413	0414	0415	0416	0417	0418	0419	0420	0421	0422	0423	0424	0425	0426	0427	0428	0429	0430	0431	0432	0433	0434	0435	0436	0437	0438	0439	0440	0441	0442	0443	0444	0445	0446	0447	0448	0449	0450	0451	0452	0453	0454	0455	0456	0457	0458	0459	0460	0461	0462	0463	0464	0465	0466	0467	0468	0469	0470	0471	0472	0473	0474	0475	0476	0477	0478	0479	0480	0481	0482	0483	0484	0485	0486	0487	0488	0489	0490	0491	0492	0493	0494	0495	0496	0497	0498	0499	0500	0501	0502	0503	0504	0505	0506	0507	0508	0509	0510	0511	0512	0513	0514	0515	0516	0517	0518	0519	0520	0521	0522	0523	0524	0525	0526	0527	0528	0529	0530	0531	0532	0533	0534	0535	0536	0537	0538	0539	0540	0541	0542	0543	0544	0545	0546	0547	0548	0549	0550	0551	0552	0553	0554	0555	0556	0557	0558	0559	0560	0561	0562	0563	0564	0565	0566	0567	0568	0569	0570	0571	0572	0573	0574	0575	0576	0577	0578	0579	0580	0581	0582	0583	0584	0585	0586	0587	0588	0589	0590	0591	0592	0593	0594	0595	0596	0597	0598	0599	0600	0601	0602	0603	0604	0605	0606	0607	0608	0609	0610	0611	0612	0613	0614	0615	0616	0617	0618	0619	0620	0621	0622	0623	0624	0625	0626	0627	0628	0629	0630	0631	0632	0633	0634	0635	0636	0637	0638	0639	0640	0641	0642	0643	0644	0645	0646	0647	0648	0649	0650	0651	0652	0653	0654	0655	0656	0657	0658	0659	0660	0661	0662	0663	0664	0665	0666	0667	0668	0669	0670	0671	0672	0673	0674	0675	0676	0677	0678	0679	0680	0681	0682	0683	0684	0685	0686	0687	0688	0689	0690	0691	0692	0693	0694	0695	0696	0697	0698	0699	0700	0701	0702	0703	0704	0705	0706	0707	0708	0709	0710	0711	0712	0713	0714	0715	0716	0717	0718	0719	0720	0721	0722	0723	0724	0725	0726	0727	0728	0729	0730	0731	0732	0733	0734	0735	0736	0737	0738	0739	0740	0741	0742	0743	0744	0745	0746	0747	0748	0749	0750	0751	0752	0753	0754	0755	0756	0757	0758	0759	0760	0761	0762	0763	0764	0765	0766	0767	0768	0769	0770	0771	0772	0773	0774	0775	0776	0777	0778	0779	0780	0781	0782	0783	0784	0785	0786	0787	0788	0789	0790	0791	0792	0793	0794	0795	0796	0797	0798	0799	0800	0801	0802	0803	0804	0805	0806	0807	0808	0809	0810	0811	0812	0813	0814	0815	0816	0817	0818	0819	0820	0821	0822	0823	0824	0825	0826	0827	0828	0829	0830	0831	0832	0833	0834	0835	0836	0837	0838	0839	0840	0841	0842	0843	0844	0845	0846	0847	0848	0849	0850	0851	0852	0853	0854	0855	0856	0857	0858	0859	0860	0861	0862	0863	0864	0865	0866	0867	0868	0869	0870	0871	0872	0873	0874	0875	0876	0877	0878	0879	0880	0881	0882	0883	0884	0885	0886	0887	0888	0889	0890	0891	0892	0893	0894	0895	0896	0897	0898	0899	0900	0901	0902	0903	0904	0905	0906	0907	0908	0909	0910	0911	0912	0913	0914	0915	0916	0917	0918	0919	0920	0921	0922	0923	0924	0925	0926	0927	0928	0929	0930	0931	0932	0933	0934	0935	0936	0937	0938	0939	0940	0941	0942	0943	0944	0945	0946	0947	0948	0949	0950	0951	0952	0953	0954	0955	0956	0957	0958	0959	0960	0961	0962	0963	0964	0965	0966	0967	0968	0969	0970	0971	0972	0973	0974	0975	0976	0977	0978	0979	0980	0981	0982	0983	0984	0985	0986	0987	0988	0989	0990	0991	0992	0993	0994	0995	0996	0997	0998	0999	0999
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

PRICES 1-9 Disks £20 each, 10-19 Disks £20 each, 20 or more £17.95 each. The Complete Set 450 £95. PAYPAL £10.00 (any size) Payline & PO Box to WALKABOUT MUSIC, Dept CX, TRENTHAM FARM, THE MOUNT, PAUL, CORNWALL PL24 2DA. Tel: (0726) 813807

INCLUDES VAT, RETURN DELIVERY, PARTS AND LABOUR  
POSSIBLY 10 DAY DELIVERY  
90 DAY WARRANTY ON ALL REPAIRS  
DISK DRIVE OR KEYBOARD NEED REPLACING ADD £10

**Micro-Business Technology Ltd**  
HOTLINE: 0902 324494  
FAX: 0902 324748

We reserve the right to refuse any repair. All prices include VAT. Please call for latest information.

## BUILD MUSCLES FAST!

Noticeable results in 28 days guaranteed.

Send for FREE Information Pack.

MUSCLE DYNAMICS, P.O. BOX 70, DOUGLAS, IM99 1EH

Tel: 0624 801023 (24 hrs)

MUSCLE DYNAMICS, P.O. BOX 70, DOUGLAS, IM99 1EH  
Yes! I want to build muscles fast. Please rush me a FREE information pack!

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

(A stamp for reply appreciated)

Postcode \_\_\_\_\_

Block \_\_\_\_\_

Capital \_\_\_\_\_

Please \_\_\_\_\_

Postcode \_\_\_\_\_

Block \_\_\_\_\_

The football management war starts to flare up this month. Tony Dillon reports live from the scene.

# TACTICAL MANAGER



R.M. WILMOT  
HAS LIGAMENT PROBLEMS AND WILL NEED A FITNESS TEST  
GENE WHITEHOUSE  
HAS FRACTURED HIS LEG WHILE TRAINING



SCREEN STAR

**W**ith so many titles appearing every year, it amazes me that the football management simulation market is still strong; it is. This is a real fanatic's market, the punters who buy these games will quite happily buy every single one that comes out. Why? What's the attraction? I do it myself and I can't tell you why.

But why do they all look so similar? Well, there are only so many jobs that a manager can do. To succeed in any game you have to put together a squad of excellent players, all of whom get together and co-ordinate well enough by you on the pitch so that they form a strong offensive line with a consistent defensive backbone.

## WALK ON...

So how does *Tactical Manager* improve on the plethora of football management simulation games already out there? Well, Cammie Maertens, TM's programmer, seems to have cracked it. Anyone who religiously plays football management games will already know that

the highly-detailed player statistics are as close as you are likely to get. The end result is realistic scores between teams, and authentic-looking transfer deals. TM isn't about having a lot of money and buying the best players, unlike most you could care to mention, it's more about using the team and the limited finances you have to come top of the league.

TM features a multi-player system which allows up to 42 human players to play at once (any player can step in at any time to perform the actions they want) so no more tedious messaging about with turns with computer players filling all the gaps. It's your job to win every single league and cup you can, while raising your own profile. Each manager has a rating, and that rating decides the level of team you can manage. You won't be able to load it the first time and manage Manchester United, for example, but after a couple of seasons, if you've played well enough, your rating should be high enough for you to apply for the job.

## WALK ON...

This game has more menus and options than I could easily mention here, but you'll already know that if you've played this month's coverdisc. You'll also know that the matches are presented in such a way that you

actually want to watch them. Three levels

Cammie is the man behind the successful *Football Manager* series of games, a mail order only set, hailed by many as the most realistic available. The reason they are so realistic is that the whole thing really is feasible. All the teams in *Tactical Manager* are set up as they are in real life, and



of commentary let you in on the action. The simplest, and fastest commentary shows you the goals only. The second commentary gives you all the match highlights and the third gives you ball-by-ball action.

The highlights work best, as far as I can see, especially if you enter the 80-minute point a goal down. As you are only told the interesting parts, with a small rectangle moving up and down a drawing of a pitch to show position, things can actually get quite gripping. Try it for yourself, it's true!

*Tactical Manager* might not be everyone's cup of tea. It doesn't have the smooth and flashy presentation of many games, and it's simplistic layout may put some people off. However, underneath all of this it has a superb management engine grinding away. Overall, TM is a very absorbing tactical game – one for the kit bag. **cu**

## BLACK LEGEND £25.99

ASB A500+ A600+ A1200+  
A1500+ A2000+ A3000+ A4000+

BLACK LEGEND, FULLING MILL BARN,  
FULLING MILL LANE, WELLWYN,  
HERTS AL6 8NP. TEL: 0438 840004

RELEASE DATE: OUT NOW  
GENRE: MANAGEMENT  
TEAM: CAMMIE MAERTENS

CONTROLS: MOUSE

NUMBER OF DISKS: 2

NUMBER OF PLAYERS: 42

HARD DISK INSTALLABLE: YES

MEMORY: 1Mb

GRAPHICS	★★★★★ 71%
SOUND	★★★★★ 69%
LASTABILITY	★★★★★ 96%
PLAYABILITY	★★★★★ 93%

**F** Extremely involving. A great game.

**OVERALL 87%**





**EX-SOFTWARE 3.5" DS/DD DISKS**

50	14.99
100	27.99
200	53.99
250	66.99
500	129.99

DISKS ARE OVER PRODUCTION RUNS FROM A SOFTWARE HOUSE ALL DISKS ARE COMPLETELY GUARANTEED AND COME COMPLETE WITH LABELS.

**3.5" SUPERIOR LOCKABLE DISK BOXES**

100 Capacity box	3.99 *
140 Capacity Box	5.99 *
200 Capacity Drawer	9.99 *

\* ONLY IF PURCHASED WITH DISKS

All products are subject to availability - All prices include VAT. Please Add £3.50 P+P for disks and boxes or £5.99 if goods required overnight E&OE



SNAP

**COMPUTER SUPPLIES LTD****HOTLINE**

0703  
457111

**RIBBONS - POST FREE**

2 OFF	4 off
Citizen LC20/LC40 Swift 24	1.75 2.35
Citizen Swift 24 Colour	10.95*
Panasonic KXP 1060/1123/1124	3.25 3.05
Panasonic KXP 2123	4.95 4.75
Panasonic KXP 2123 Colour	10.95*
Star LC10/LC20	2.60 2.40
Star LC10-4 Colour	5.50 5.25
Star LC20-10/24-200	2.95 2.75
Star LC24-10 Colour	9.95*
Star LC200	3.00 2.80
Star LC200 Colour	9.95*
Star LC24-200 Colour	9.95*

HP Deskjet 500 Double Refill

Cassette BJ10E Double Refill

Minimum order - 2 ribbons except those marked with an asterisk\*

**ACCESSORIES - POST FREE**

Quickshot Apache Joystick	6.95
Quickshot Python IM Joystick	8.95
Quickshot Maverick IM Joystick	12.95
Quickshot Mouse	12.95
Mouse Mat	1.99
Roll 1000 3.5 Disk Labels	8.99
Amiga A500/A600/A1200 Cover	3.50
Philips monitor cover	3.99
Star/Citizen/Panasonic 80 col. Printer cover	3.99

**SNAP COMPUTER SUPPLIES LTD** FAX: 0703 457222

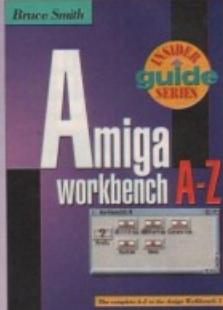
Unit 12, The Sidings, Hound Rd, Netley Abbey, Southampton SO31 5QA



# The Essential Selection

Get the very best from your Amiga computer with these best-selling books from BSB

Bruce Smith



**Amiga Workbench A to Z** by Bruce Smith, £14.95, ISBN: 1-873308-24-0.

Best selling author Bruce Smith's latest book is the perfect guide to Workbench 3. Perfect for beginner and advanced user it describes how to use every feature, menu, icon, file and command in what is probably the most versatile and widely used Amiga program today. Packed with helpful hints, tips and advice.

**Amiga A1200 Next Steps** by Peter Fitzpatrick, £14.95, ISBN: 1-873308-34-5, Free Disk\*.

Now you've come to terms with your A1200 you're looking to improve your techniques and explore the many possibilities that the machine offers. Amiga A1200 Next Steps shows you how. It explains easily how to choose, install and manage a hard drive, use MultiView and AmigaDOS and how to improve storage and display. It introduces video and graphics editing, making music and programming and much, much more.

**Amiga Disks and Drives** by Paul Overaa, £14.95, ISBN: 1-873308-34-5, Free Disk\*.

Covering everything from floppies to hard disks, with RAM, RAD and CD-Rom drives inbetween, this book explains not only how to install software properly to run on hard disks, repair damaged disks and recover lost files with essential back-ups, but also explains the principles of how they work and how to use them efficiently.

**Amiga Assembler Insider Guide** by Paul Overaa, £14.95, ISBN: 1-873308-27-2, Free Disk\*.

Do you want to learn Assembly language but don't know your intaMessage from your Null terminated string? Then the Amiga Assembler Insider Guide is the book for you. Explaining all the concepts, processes and jargon, its step-by-step examples and easy-to-follow instructions provides a perfect start in Amiga assembly programming.

**Amiga A1200 Beginners Pack** £39.95 & £3 pp, ISBN: 1-873308-30-2

Leave nothing to chance and invest in this bumper pack which contains the Amiga A1200 Insider Guide, Amiga A1200 Next Steps Insider Guide and a highly polished 1-hour training video. The video teaches you how to set up your Amiga and use the Workbench. The pack also contains four disks of essential shareware software and documentation.

Available in all good bookshops

**CREDIT CARD**  
**(0923)**  
**894355**

- How to order -

Please complete the form below or alternatively call our Credit Card Hotline quoting your name and address, credit card number and its expiry date.

DSBs supplied free only when ordered direct from BSB.  
First class postage for books and single video free in the UK.  
Postage £3 per book (Europe)  
£6 per book elsewhere.

**BSB**

Bruce Smith Books

Please send to: Bruce Smith Books Ltd, FREEPOST 242, PO Box 382, St. Albans, Herts, AL2 3BR.

I enclose a cheque/PO for £..... made payable to **Bruce Smith Books Ltd.**

Alternatively charge my

Visa/Access/Mastercard Number:

Expiry Date:

Amount: £

Name

Address

Postcode

Signed: \_\_\_\_\_

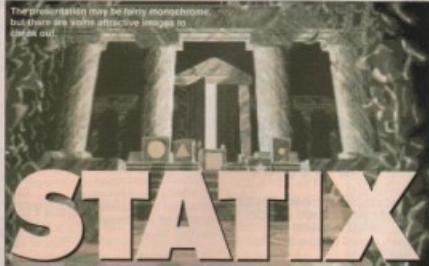
Amiga Workbench A to Z @ £14.95	<input type="checkbox"/>	Mastering Amiga DOS Vol 2 @ £21.95	<input type="checkbox"/>
Amiga Disks and Drives @ £14.95	<input type="checkbox"/>	Mastering Amiga AMOS @ £19.95	<input type="checkbox"/>
Amiga Assembler Insider Guide @ £14.95	<input type="checkbox"/>	Mastering Amiga System @ £29.95	<input type="checkbox"/>
Amiga A1200 Insider Guide @ £14.95	<input type="checkbox"/>	Mastering Amiga Assembler @ £24.95	<input type="checkbox"/>
Amiga A1200 Next Steps Vol 1 @ £21.95	<input type="checkbox"/>	Mastering Amiga Relex @ £21.95	<input type="checkbox"/>
Amiga A1200 Beginners Pack @ £39.95 (inc. VAT) plus £3 pp	<input type="checkbox"/>	Workbench Tutorial Video @ £14.99	<input type="checkbox"/>
A1200 Double Refill @ £9.95	<input type="checkbox"/>	Amiga A1200 Double Refill @ £9.95	<input type="checkbox"/>



# SYNERGY

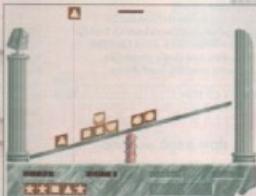
Are Black Legend showing the console market that the Amiga is still good for a few more original puzzle games? Tony Dillon looks at *Synergy* – a brilliant double pack of two very different games.

The presentation may be fairly monochrome, but there are some attractive images to look out for.



**G**ame number one – *Statix*. Take Columns – the Tetris variant that had more in common with Connect 4 than anything else – and stick it on a see-saw. That's the only way I can think of to describe *Statix*, one of the most addictive puzzlers I have ever played. Okay, so it might not look like much on a screenshot, and your first thought could well be the same as mine – it looks like a Gameboy title – but believe me there is a lot more to it than that.

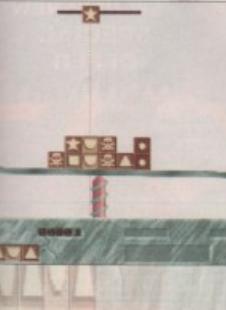
The game starts with a brief description of what you need to do to finish the current level (build a certain number of lines in varying directions), and then all hell breaks loose. Pieces appear at the top of the screen, and you have a couple of seconds to position the block before it drops to the bottom. The skull blocks can't be removed, so you need to be very careful where you place them.



Who's been playing particularly badly then? One more block on the left, and this clown's had it.

There are five different types of block, and getting three in a row removes them from the pile. Essentially, all you have to do is make sure that neither side of the see saw touches the ground, which can be extremely tricky when you have the whole thing heavily loaded, and then you drop a block that removes half a dozen pieces from one side. To play this game well, you need to stay half a dozen places ahead of yourself.

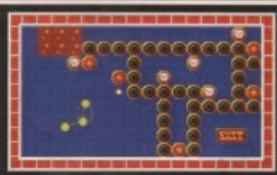
With various ways to play the game, from a simple one-player set of levels to a two-player challenge, this will keep you hooked for ages. *Statix* is not a very exciting game to look at, but as far as I am concerned it is a very exciting game to play. Admittedly, there are people out there to whom this won't appeal at all. However, if you loved Tetris, you'll get a real kick out of this.



## MEGAMOTION

**T**his is another unusual puzzle game, as far away from *Statix* as you can get. If you can remember US Gold's *E-Motion*, then you'll have a fairly good idea as to what this game is about. You start off with a group of two or more balls at the start of a small maze and you have to get them to the other end. To do this, you fix one of the balls in their current position, while the others orbit it in a geometrically satisfying way. To move around, you need to change between balls by clicking on them when they are in the position you want. It might sound complicated, but in practice it's quite simple. One way to explain it would be to imagine a line, with three points (A, B and C). You have two balls, and ball 1 is fixed to point A. As ball 2 swings around, it passes over point B. If you change balls while ball 2 is over B, then ball A will swing around, passing over points A and C. Get it?

Well, I would draw you a diagram, if I could. The end result of this mind bending maths is a fairly addictive and extremely tough puzzler. There are all sorts of traps and spikes dotted about the levels that will destroy your balls on contact, and if you have less than two, you lose a life. It's that simple. What else can I say, except that it's great fun, and you could do a hell of a lot worse with your money than buy these two games!



This level is more than just juggling an awful lot of balls?

## BLACK LEGEND £25.99

A500  A500+  A600  A1200   
A1300  A2000  A3000  A4000

BLACK LEGEND, FULLING MILL BARN, MILL LANE, WELVMYN, HERTFORDSHIRE AL6 8NP. TEL: 0438 840003

RELEASE DATE:

OUT NOW

GENRE: PUZZLE

IN HOUSE

TEAM: JOYSTICK

CONTROLS: NUMBER OF DISKS: 2

NUMBER OF PLAYERS: 2

HARD DISK INSTALLABLE: NO

MEMORY: 1Mb

GRAPHICS	*****	71%
SOUND	*****	+82%
LASTABILITY	*****	+92%
PLAYABILITY	*****	+89%

A great value pack, with two super puzzles.

## OVERALL 87%

# GASTEINER

126 Fore Street, Upper Edmonton, London N18 2AX

Tel: 081-345 6000 Fax: 081-345 6868

## RAM

### A 4000 (32 BIT RAM)

1MB	£49.95
2MB	£69.95
4MB	£149.95

### A 1200 Ram with clock upgradable FAST RAM board to 1.2, or 8mb with optional floating point unit

1MB no fpu	£89
2MB no fpu	£115
4MB no fpu	£179
8MB no fpu	£359

### SPU for above (also for A4000)

20MHz	£35
33MHz	£79
40MHz	£114
50MHz	£154

### A600 RAM

1MB no clock	£23.95
1MB with clock	£39.95

### A500 RAM

1/2 MB no clock	£14.95
1/2 with clock	£24.95

### A500+ RAM

A500+1MB	£23.95
Simms RAM for GVP Harddrives	

1 MB 32 bit	£19.95
4MB 32 bit	£39.95

### Simms RAM for GVP (A1200)

1 MB 64 pin	£49.95
4 MB 64 pin	£179.95

### PCMCIA CARDS

2MB	£109
4MB	£169

## HARD DRIVES

### Amiga A500 + A500plus

IDE controller for A500 and A500+ with 8MB RAM option for standard 2.5" or 3.5" P.C compatible hard drives	
Controller only	£89

65MB with controller	£209
85MB with controller	£249
120MB with controller	£279
200MB with controller	£299
250MB with controller	£319
340MB with controller	£339
420MB with controller	£369
540MB with controller	£399

### Hard drive for A1500, A2000, A3000 & A4000 (Spec as above)

Controller only	£89
65MB with controller	£209

85MB with controller	£249
120MB with controller	£279

200MB with controller	£299
250MB with controller	£319

340MB with controller	£339
420MB with controller	£369

540MB with controller	£399
New Octagon 4000 SCSI-2 controller with up to 8MB upgradeable for A1500, A2000, A3000+ now A4000	

Controller only	£99
170MB with controller	£299
340MB	£349
540MB	£549
1.2 G-Byte	£899
2.0 G-Byte	£1,599
4.0 G-Byte	£2499

### Repair Service

New service centre for most Amiga computers. We offer a quotation service of £10 for which we will examine your computer and report back with an exact quotation price for the repair. If the repair is carried out the £10 is then deducted from your bill.

## COMPUTERS

### Amiga A4000/040+ Hard drive

85MB 2+4RAM	£1895
120MB 2+4RAM	£1919
200MB 2+4RAM	£1939
250MB 2+4RAM	£1979
340MB 2+4RAM	£2069
420MB 2+4RAM	£2149
540MB 2+4RAM	£2299

### Amiga A4000/030+ Hard drive

85MB 1+4RAM	£899
130MB 1+4RAM	£969
200MB 1+4RAM	£999
250MB 1+4RAM	£1039
340MB 1+4RAM	£1099
420MB 1+4RAM	£1199
540MB 1+4RAM	£1299

### Amiga A1200 Computers

A1200	£285
A1200 + 40MB	£385
A1200 + 65MB	£440
A1200 + 85MB	£465
A1200 + 127MB	£490
A1200 + 209MB	£540

### Desktop Dynamite pack for above please add £40

### Amiga CD32 Console CD32 with four Games £289

## MONITORS

Commodore 1942	£339
Commodore 1940	£289
Commodore 1085	£199
Microvizio Multisync	£389
SVGA Monitor	£199

## PRINTERS

### Hewlett Packard

HP 310	£239
HP 510	£260
HP 510 Colour	£299
HP 550 Colour	£479
HP 1200 Colour	£1399
HP 4 Laser Printer	3599

### Citizen

Swift 90 Colour	£159
Swift 200 Colour	£200
Swift 240 Colour	£249

### Pronto II

SP 1900	£129
SP 2400	£154
SL 90	£154

### Seikosha

LC 20	£129
LC 100 Colour	£149
LC 200 Colour	£199

### Star

LC 20	£129
LC 100 Colour	£149
LC 200 Colour	£199
LC 240 Colour	£229

### Fargo

LC 48 BubbleJet	£205
Primera Printer	£819

### DISK DRIVES

### Amitek 3.5"

Power 3.5"	£58
Power 3.5" C	£53
Cumana 3.5"	£58

### How to order

When ordering by telephone please quote your credit card number followed by the expiry date and also your full name and address. If paying by cheque please make it payable to Gasteiner Technology. In any correspondence please quote a phone number and also a postal code, please allow five working days for cheque clearance.

## PICASSO II

### 2.5" Internal Hard drives for A600 and A1200

40MB	£119
65MB	£139
85MB	£149
120MB	£209
170MB	£269

All with 2.5" IDE cables

## HARD DRIVES

### 2.5" Internal Hard drives for A600 and A1200

40MB	£119
65MB	£139
85MB	£149
120MB	£209
170MB	£269

2.5" IDE cables

## CD-ROM CONTROLLER

### FOR A1500 A2000 A3000 & A4000

Supports Minimum Lu005 or FX 0011D	
Includes "PlayCD" utility for audio operation	
Complete online documentation	
Compatible with workbench3.1 cd file	
System Babel CDFS ASIM CD-ROM	
Filesystem and single photo CDs	
Supports most IDE hard drives	

## TANDEM CD-ROM CONTROLLER FOR A1500 A2000 A3000 & A4000

TANDEM + CD ROM	£69
TANDEM + CD ROM	£269

## CDTV ADD ON

### FOR A500 or A500+

AD105 with Touch up	£119.95
and merge it onto CCR Software	

[AD105 require 2MB RAM old drive hard drive]

## ALFA COLOUR

### 18 bit colour scanner for all

Amiga 1050	£339
262144 colour scanner with OCR	£389

## POWER SCANNERS

### Power Scanner 4 [mono]

Power Scanner 4 [mono]	£119
Power Scanner 4 [colour]	£239

### Power Scanner 4 + OCR

Power Scanner 3	£159
Power Scanner 3	£199

## GVP ACCELERATORS

### 40MHz A1200/OMB RAM

FOR A1200	£22.95</

**Have Ocean Software come up with their own Amiga Sonic beater? Tony Dillon isn't so sure.**

Ocean have been very quiet recently as far as the Amiga is concerned. Even though they hold in their hands two of the most awaited Amiga games to date (*Inferno* and *TFX*), for quite a while now we've had little cause to chase the cheeky Mancunians for review software. So quiet were they that I almost didn't hear this package drop through the letterbox. While *Millennium* are jumping up and down with joy at the release of *James Pond 3*, Ocean are whispering that *Mr Nuts* has arrived.

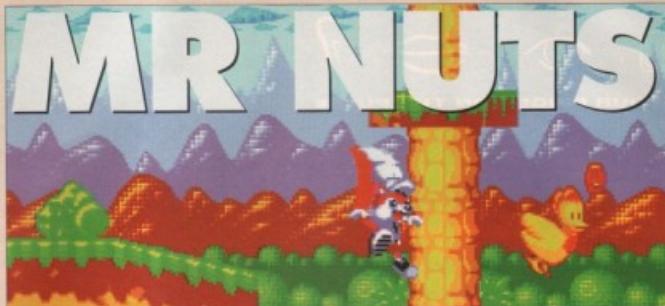
#### CUTESY

*Mr Nuts* is a cute little squirrel who has to save a planet from the clutch of evil chickens from outer space. Okay, so the plot might reek a little of *Alfred Chicken*, but we'll gloss over that for the moment.

Using all his skill and judgement, Mr Nuts has to work across the huge maps that make up the planet, systematically closing down all the chicken bases while helping his friends Mr Hitpoint, Mr Rabbit and Mr Pigeon.

He does this in two ways. Firstly, there's the scrolling platform bit, which looks absolutely gorgeous in these screenshots; you have to admit, bright, vivid colours, large

between levels these spaceships fly around for some strange reason.



Right: the tiny screen makes up most of the game.

cute sprites, and if you could see that silky smooth animation - oh, it would take your breath away. This is only a small part of the game, however.

The real game happens in a

Zelda-style

scrolling walkabout around the map, finding bombs, opening chests, talking to characters and so on. For some reason this all takes place in a window that takes up no more than an eighth of the screen, which is incredibly frustrating. *Mr Nutz* is, basically, a mapper's dream, as they mark down all the paths with their twists and turns along the way. Using teleporters, ladders, rats and bombs you work your way through the map until you close down an island. Then

it's off to the next level.

Looking at the game, it's quite obvious that the whole thing is perfect for the younger market. The characters are all done in a cute, colourful way. There are no real taxing puzzles and the platform sections are over as soon as they start. This is no justification for the low mark, however.

#### SHORTY

The relatively low mark I've given it has come about due to the one major shortcoming that *Mr Nutz*, like so many before it, has suffered from: there is very little gameplay. The map section is far too simple to be of any real value to a games-player, and the fact that everything happens on a tiny screen is unforgivable. Why not make it full screen? It would have made all the difference!

It's the platform section where the whole game falls apart. *Mr Nutz* can run at approximately 130 miles per hour. However, levels are only playable if you move at 20mph. Interestingly enough you can belt from one end of the level to the other at top whack in around fifteen seconds and only lose a small

Above: one of the space chickens.

amount of energy. This game will only pose a problem to real gamers if they let it.

Just as well, really, as the colour scheme renders everything in the platform sections little more than a multi-coloured mess. I'm all for using hundreds of colours, as long as they aren't all garish green! What is the point of having a game so colourful that you can't actually tell where the backgrounds end and the sprites begin? I was getting hit by things I couldn't see until they'd hit me, and avoiding things that ended up being nothing more than on-screen 'furniture'.

#### NO GOODY

It's just a real shame that this had to come out at the same time as *James Pond 3*, it really is. Not that I want to get too negative or anything, but there really is no competition. One is a fast, playable platformer with puzzle twists and various other interactive elements, and the other is bright, colourful but ultimately thin and characterless.

#### OCEAN £25.99

A500 A500+ A600 A1200   
A1500 A2000 A3000 A4000

OCEAN SOFTWARE LTD, 2 CASTLE STREET, CASTLEFIELD, MANCHESTER M3 1LZ. TEL: 061 832 6633

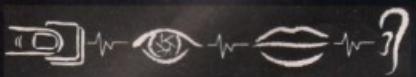
RELEASE DATE: OUT NOW  
GENRE: PLATFORM  
TEAM: NEON  
CONTROLS: JOYSTICK  
NUMBER OF DISKS: 3  
NUMBER OF PLAYERS: 1  
HARD DISK INSTALLABLE: NO  
MEMORY: 1MB

GRAPHICS 74%  
SOUND 78%  
LASTABILITY 53%  
PLAYABILITY 45%

Great presentation.  
Shame about the rest.

**OVERALL 59%**





GET YOUR FINGER ON THE PULSE

# HOT. TI





Try out all the latest, greatest games at LIVE '94, the UK's most exciting consumer electronics event.



Meet the big names. Nintendo. Commodore/Amiga. Panasonic 3DO. Philips CD-i. Sega. Enter the Games Zone. Put the hottest new games from all the top software writers to the test.



See the Nintendo Challenger and Panasonic 3DO Showliner. Quiz the gurus from your favourite magazines\* in the Games Arena. Get the lowdown on some incredible tips, hints and cheats.



Experience Capital Radio Live at LIVE. Capital Gold concerts. Dolby Home Cinema Promenade. TV Times Live Television Studio. Young Newspaper Feature. BPIA Future of Photography. Yamaha/TES National Youth Rock & Pop Awards. Focus on Multimedia.



Get your hands on a ticket. Phone the LIVE hotline or return the coupon now. Remember – if you're under 16, you must have an adult with you at LIVE '94.

# EST

## LIVE '94

THE CONSUMER ELECTRONICS SHOW  
EARLS COURT • LONDON  
20-25 SEPTEMBER 1994

LIVE HOTLINE:  
0891 500 103

Calls cost 39p per minute cheap rate and  
48p per minute at all other times.

Please tell me more about LIVE '94 and  
how I can get a ticket to the UK's most  
electrifying event.

Name:.....

Address:.....

..... Postcode:.....

EI Please return this coupon to:  
LIVE '94, News International Exhibitions Ltd.  
Europe House, World Trade Centre,  
St Katharine-by-the-Tower, London E1 9AT.

\*The top journals from Mean Machines, Sega Magazine, Nintendo Magazine, System, Computer and Video Games, FC Review, CU Amiga, The One Amiga and PC Games will be there.

# ARCADE POOL

**Quickshot Steve  
Keen snatches up  
his Balabushca  
and rests his  
sweaty palms on  
the green baize  
table once more,  
as he tests out the  
latest pool game.**

I'm a bit of a pool demon and as such, I was really looking forward to playing this latest super-value release from the Team 17 stable. Call me Mr. Opportunist, but when this month's software was up for grabs I grasped it with both hands and made a speedy retreat to my bedroom with a four pack of Tizer and family-sized packet of smoky bacon crisps. I just couldn't wait to rip the vacuum-packed cling film off it!

## POT LUCK

A lot of people can't understand the fascination pool gurus have with thumping a pack of different coloured balls around a cushioned table, but to most it's as addictive as a caffeine-filled Quarter Pounder with extra cheese. This version is specially tailored for enhanced Amigas, but will run adequately on most (1Mb and upwards). The inclusion of the British red and yellow ball game, with English rules, is long overdue and, particularly in this mode, the game has a distinct pub feel. The use of a cue that pops up every time you take a shot and actually draws back to the edge of the table is a lot better than other systems, where you just click a mouse button and stand back as the balls start to shoot off all around the table.

Now, you might think that playing Arcade Pool will be a doddle after hanging out with the big boys down at your local pool hall, but you couldn't be more wrong. The control system is simple enough, just drag the cursor over towards the ball you want to hit and place it down. In certain conditions and on certain levels a staggered white line will appear showing you

exactly where the cue ball will go after it has made contact with the pack. This is very useful for positioning shots as you can quite accurately judge where the white is going to stop by watching the animated shadow that follows the path of the white before you take the stroke. Down on the bottom right of the screen are the power bars and a white ball with a tiny cursor in the middle of it. You can click on this and drag it around inside the white to add side and screw-back, an acquired skill in both real pool and the computer variant.

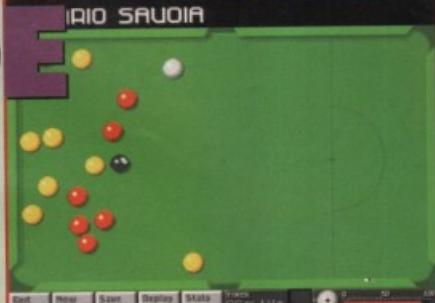
Simple to appreciate, yes, but incredibly difficult to master with any degree of accuracy. For some reason I had more success with these 'professional' skills during the American games. I don't know if the pockets were slightly bigger on the York tables, as they are in real life, but a greater percentage of shots that I took whilst on the blue baize table, were sank than on the green.

## IN THE BLACK

Loaded with options, the game has just about everything a would-be

## MARIO SAUDIA

hustler could want. Different table frictions, skill levels, shot aiming aids and set ups are just a few. Most notable are the eight different versions of the game you can play, such as 8-Ball UK, 9-Ball US, Straight Pool and Survivor or Killer, as it's more commonly known in pubs. This is where you get together with up to eight mates and take turns to pot any

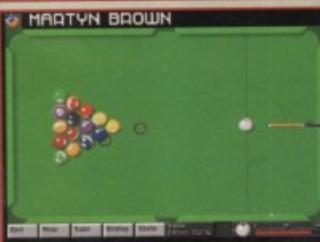


Oh dear, oh dear,  
what a mess!

ball. Every time  
you miss a pot  
you kill off a life  
and the last  
player left in the  
game wins.

There's even an  
option to try out  
those fancy trick  
shots and a custom  
pool game that allows you to  
practise plays.

Aside from the  
obvious versatility  
of the game, not everything in the  
garden is rosy. The control method, a  
cross-haired cursor affair, requires  
absolute pin point accuracy if you  
want to avoid floothing the balls off  
the cushions in unexpected pinball  
fashion, and it takes a frustratingly



First class computer assisted breaks are no problem with Arcade Pool.

different pool variations and have the  
patience to learn the game again  
from scratch, it's quite a laugh. After  
watching the computer pot its fifth ball  
in a row off four cushions was left  
feeling well cheated! Therefore, to get  
the best out of the game play against  
a friend. ☺



What a spread.

long time to master. I play pool with a great deal of instinctive intuition as to what angles to use and how to totally readjust my aim on every shot.

Also, the computer is a hustler in  
disguise – it hardly ever misses a  
shot. However, if you can keep up  
with all the different rules used in the

## TEAM 17 £9.99

AS500 ✓ AS500+ ✓ A800 ✓ A1200 ✓  
A1500 ✓ A2000 ✓ A3000 ✓ A4000 ✓

TEAM 17 PROSPECT HOUSE, BUROUGH  
ROAD, WAKEFIELD WF1 3AB.  
TEL: 0924 291067

RELEASE DATE: OUT NOW  
GENRE: SIMULATION  
TEAM: OUT OF HOUSE  
CONTROLS: MOUSE  
NUMBER OF DISKS: 1  
NUMBER OF PLAYERS: 1-8  
HARD DISK INSTALLABLE: NO  
MEMORY:

GRAPHICS \*\*\*\*\*+83%  
SOUND \*\*\*\*\*79%  
LASTABILITY \*\*\*\*\*75%  
PLAYABILITY \*\*\*\*\*+78%

**Humongous value for  
money for pool fans.**

**OVERALL 81%**

VISIT THE ONE PRISON THAT NEEDS NO BARS...

# ROBINSON'S REQUIEM



son's Requiem is a  
al/adventure simulation set in a  
ely realistic virtual environment the  
which has never been seen before.

**Scenario**  
ttoned on an alien planet your aim is to escape. If you have to  
state one of your own limbs to stay alive, then that's what you must do.  
ures more than 100 variables managed in real time : your body temperature, stress,  
ine, pain, disease, gangrene, hallucinations...  
Prison

ectacular world in mapped 3D, computed in real time. Over 3 square miles of play area includes : canyons, hills,  
alls, and caves.

**Challenge**  
and gather food, find water, make your own clothing and weapons, deal with health hazards and fight off predators, test  
survival skills to the very limit, and get the hell off that planet !



## Silmarils

Available for PC and compatibles

AMIGA / AMIGA 1200

ATARI ST / STE / Falcon

Coming this September :

Jaguar, 3DO, and CD32 versions !

SILMARILS UK, 2 CANFIELD PLACE, LONDON NW6 3BT TEL : 071 328 2762 FAX : 071 328 2738



**Supervision are out to prove that boardgames don't have to be bored games.**

**Tony Dillon gets out his dash and dabbles in real estate.**

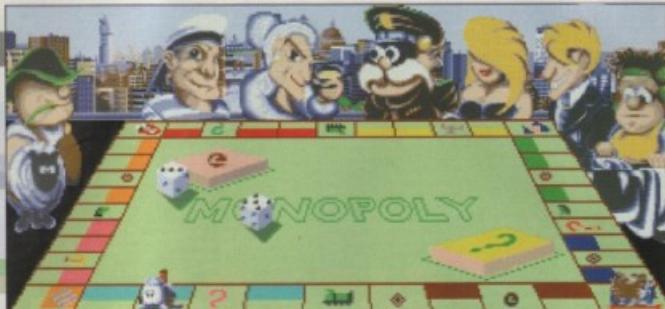
have to say, I am one of those people who actually enjoys a good game of Monopoly, as long as it doesn't go on for any more than an hour and the people I'm playing with know the rules. However, this situation is very rare as many people will point out. That's why I was so pleased to see this little offering from Supervision. Aha, I thought to myself, here's my chance to waste whole evenings going round and round a small board trying to be a big shot, and I won't have to wait for anyone to take their turn, plus all the fidgity rules about things like mortgages and auctions can be figured out by the computer. Not quite heaven, but a good time to be had by all.

### CAR, BOOT...

If you've never played Monopoly, then I have to say you've missed out on something that everyone should have the chance to enjoy being subjected to. It's a game about buying and selling property. Various streets around London have been divided into groups called Monopolies, and the aim is to buy as many of them as possible, develop the areas by building houses and hotels on them, and then bankrupt everyone else in the game by charging them a ridiculously high rent every time their counter lands on a square owned by you. Run out of money and you can sell property to the bank. Run out of property and money, and you're out of the game. Dead simple isn't it?

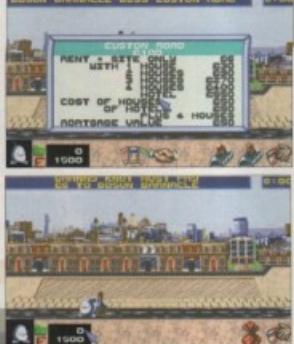
Or at least it is when described like that. Like I said, there are all manner of fiddly little rules that many choose to completely ignore, and a computerised judge and jury seems like the obvious thing to include in a game like this. SO WHY ISN'T THERE ONE!

The computer asks you to do very little, leaving you to your own devices to figure out what's going on. When someone lands on one of your properties, rent isn't charged immediately.



# MONOPOLY

(Left) All the usual statistics are in there. (Below) Everywhere you go, you get a little animation of your piece arriving.



No, you have to select the icon to demand rent, but you only have a couple of seconds to do it in, so you've got to wrestle the mouse off the previous player as quickly as possible.

### TOP HAT, BOAT...

The presentation of the game isn't at all bad, if a little simplistic for the



I'm sorry, but this doesn't look much like Kings Cross. There are no funny things near there.

obvious playability flaws which spoil the game? I know that it's all too easy to get wrapped up in production to the point where you can't see the wood for the trees, but if a game veers too far away from the original concept and mars your enjoyment, then all the effort will have been wasted.

### DOG AND IRON

Monopoly has all the makings of a great computer game. I have played a version of it on a Macintosh and could happily recommend that, but this Amiga version just falls between two stools. On one hand, it's an adult board game, full of terms and rules that younger players wouldn't have the patience for. On the other, it's been presented in a way that will best appeal to a young market. As a result, it doesn't seem to fit anywhere. 

### SUPERVISION £27.99

A500	A500+	A600	A1200
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

A1500	A2000	A3000	A4000
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

SUPERVISION ENTERTAINMENT LTD., UNIT NS METROPOLITAN WHARF, WAPPING WALL, LONDON E1 9SS.  
TEL: 071 702 9391

RELEASE DATE: OUT NOW  
GENRE: BOARD GAME  
TEAM: IN HOUSE

CONTROLS: MOUSE

NUMBER OF DISKS: 1

NUMBER OF PLAYERS: 8

HARD DISK INSTALLABLE: NO

MEMORY: 1Mb

GRAPHICS	*****	78%
SOUND	*****	41%
LASTABILITY	*****	68%
PLAYABILITY	*****	65%

*'It could have been so good, too.'*

**OVERALL 49%**



Gosport action in all its glory, thanks to the replay option.

Football fever hits up some more as Sierra release their own entry into the computer game world Cup, and I'm pleased to be able to report that it's a very competent and extremely playable arcade soccer game. Falling somewhere between Striker and Sensible Soccer, the game is based around the World Cup draw itself, and one of the most instantly playable arcade football engines yet seen.

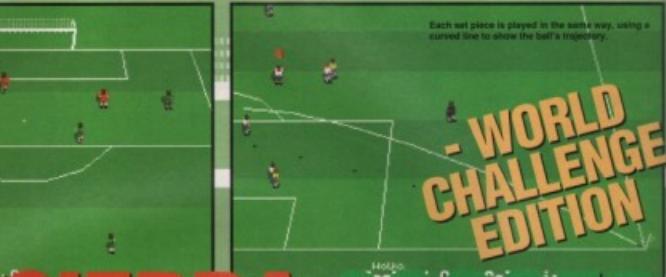
Let's begin at the beginning. Although the game is based around this year's World Cup, it is by no means an official licence. As a result, you can either play as a team in the official World Cup draw, or take part in a random one. Up to eight people can play at once, each selecting a team and playing through their respective groups until victory or rejection. Naturally, the team you decide to play has a large bearing on whether or not you actually stand a chance of getting through – Italy are far better team than England, for example, and because of that you are going to have a harder time with the latter. It's an interesting way of setting the difficulty level for the



The kick off. See how the ref actually blows his whistle!

game, and one that works surprisingly well.

Before each match, you are presented with the only managerial aspect of the game – the chance to alter your squad. You are shown all the players in your team, including all reserves and all the relevant statistics; if you like, you can move players around by simply clicking on the one you want to move, and then clicking on the person you want to swap them with. Adding or removing parts



Each set piece is played in the same way, using a curved line to show the ball's trajectory.

## - WORLD CHALLENGE EDITION

# SIERRA SOCCER

**Sierra? Doing a football game? And it isn't an adventure? Tony Dillon is intrigued – he checks it out.**

### Team Selection

Here's the England squad. Yes, the names have been misspelt intentionally.

sprites are roughly the same size as those in Sensible Soccer. The end result is that you get a very wide view of a convincingly 3D pitch. Of course, it looks like one of the goals is larger than the other, but that's just perspective.

The set pieces have been 'borrowed' from Striker and games of that ilk too. When the ball goes out of play, or a free kick is awarded, all the players dash to their respective positions, and the person taking the kick/corner/throw in is shown with a curved line stretching away from them. This shows the projected path of the ball, and can be moved around with the joystick. If the computer player is taking the set piece, you can move your wall around to match their

### Team Selection-Player 1

#### England

#### Player 1

#### Striker

#### Player 2

#### Sensible

#### Player 3

#### Striker

#### Player 4

#### Sensible

#### Player 5

#### Striker

#### Player 6

#### Sensible

#### Player 7

#### Striker

#### Player 8

#### Sensible

#### Player 9

#### Striker

#### Player 10

#### Sensible

#### Player 11

#### Striker

#### Player 12

#### Sensible

#### Player 13

#### Striker

#### Player 14

#### Sensible

#### Player 15

#### Striker

#### Player 16

#### Sensible

#### Player 17

#### Striker

#### Player 18

#### Sensible

#### Player 19

#### Striker

#### Player 20

#### Sensible

#### Player 21

#### Striker

#### Player 22

#### Sensible

#### Player 23

#### Striker

#### Player 24

#### Sensible

#### Player 25

#### Striker

#### Player 26

#### Sensible

#### Player 27

#### Striker

#### Player 28

#### Sensible

#### Player 29

#### Striker

#### Player 30

#### Sensible

#### Player 31

#### Striker

#### Player 32

#### Sensible

#### Player 33

#### Striker

#### Player 34

#### Sensible

#### Player 35

#### Striker

#### Player 36

#### Sensible

#### Player 37



100 TDK HIGH DENSITY £78.99

LOWEST PRICES

BEST SERVICE

RAPID DELIVERY



## GREY-TRONICS LTD

SALES HELPLINE 081 686 9973 / 081 781 1551

## DISKS DISKS DISKS

100% CERTIFIED ERROR FREE

## LOCKABLE BOXES

50 3.5" DS/DD	£21.99 + 100 cap lockable box	£25.99
100 3.5" DS/DD	£35.99 + 100 cap lockable box	£39.99
150 3.5" DS/DD	£51.75 + 100 cap lockable box	£55.75
200 3.5" DS/DD	£66.99 + 2X 100 "	£75.99
300 3.5" DS/DD	£99.99 + 3X 100 "	£110.99
400 3.5" DS/DD	£132.99 + 4X 100 "	£147.99
500 3.5" DS/DD	£149.99 + 5X 100 "	£169.99
1000 3.5" DS/DD	CALL + 10X 100 "	BEST PRICE

FREE LABELS + FREE DELIVERY BY PARCEL FORCE

## AMIGA 1200 PACKS

FREE 4 GAMES WITH ALL PACKS

## RACE 'N' CHASE

## DESKTOP DYNAMITE

Or NEW PACK

## COMBAT PACK

£319.99

Nigel Mansell's & Trolls  
£289.99  
ADD £10 for 10 Disks, Mouse mat, Joystick, Disk  
Cleaner, 40 Cap lockable box

£309.99 | £339.99

FREE Mouse mat - Disk Cleaner - Joystick  
Syndicate, Chaos Engine, Nick Faldo's Golf, Pinball  
85Mb... £429.99 85Mb... £475.99  
127Mb... £475.99 127Mb... £524.99

Authorised Dealer - 1yr at home service FREE DELIVERY

## RAM UPGRADE &amp; MATHS ACCELERATOR

## AMITEK HAWK FOR AMIGA 1200 FREE DELIVERY

	(Mb)	20	33	40	40
1Mb Ram	£99	£145	-	-	-
2Mb Ram	£127	-	£197	-	-
4Mb Ram	£197	£247	-	£295	-
8Mb Ram	£389	-	-	£489	-

TOP QUALITY RIBBONS

	Blended	Black	Composite	Imperial	Color
Ribbons KXP1134/1133/1180/1080	£8.50	£3.90	N/A	£1.99	£1.99
Printex 1300/1300/1300	£8.50	£3.90	N/A	£1.99	£1.99
Citizen Swift 9/24	N/A	£7.90	£13.60	£1.99	£1.99
Citizen Swift 10/20/200	N/A	£7.90	£13.60	£1.99	£1.99
Ster Electronics 20	N/A	£7.90	£13.60	£1.99	£1.99
Ster Electronics 20	N/A	£3.20	£12.20	£1.99	£1.99
Ster Electronics 20	N/A	£3.50	£12.30	£1.99	£1.99
Ster Electronics 20	N/A	£4.00	N/A	£1.99	£1.99

Add £2 for Delivery

ALL PRICES INCLUDE VAT &amp; DELIVERY (Unless otherwise Stated) WITHIN 3 DAYS (UK MAINLAND ONLY)

ADD £8.00 FOR NEXT DAY DELIVERY. CALL OR SEND CHEQUES/POSTAL ORDERS TO:

GREY-TRONICS LTD, UNIT 1015 WHITGIFT CENTRE,  
CROYDON, SURREY CR0 1UU

SALES HELPLINE: 081 686 9973 Mail order prices only FAX: 081 686 9974

All offers subject to availability. E&amp;OE. Prices/Pack details may change without notice due to currency fluctuations. Please allow 6 working days for cheques to clear.

THE HEAT IS ON



## 3.5" DELUXE LOCKABLE BOXES

40 Capacity	£3.99
100 Capacity	£4.50

Add £3.10 P&P

## 3.5" STACKABLE BOXES

100 Cap Addup	£8.99
150 Cap Posso	£16.00

Add £3.10 P&P

## 100 3.5" HIGH DENSITY BULK DISKS £55

## AMIGA CD32

6 GAMES PACK: MICROCOSM, CHAOS ENGINE, OSCAR, DIGGER, DANGEROUS STREET, WING COMMANDER

£234.99

FREE DELIVERY

## EXTRA

## 100 GAMES

YES 100 GAMES FOR ONLY

AN EXTRA

£20.00

## AMIGA 4000 DESKTOP

030EC/4Mb Ram 0 HD	£859
030EC/4Mb Ram 214Mb HD	£969
030EC/4Mb Ram 540Mb HD	£1269
040LC/6Mb Ram 214Mb HD	£1599
040LC/6Mb Ram 540Mb HD	£1829
040TW/6Mb Ram 214Mb HD	£1940

Add £125 for 2Mb and £185 for 4Mb Ram

## AMIGA 600 +FREE WORD PROCESSOR PACK

Lemmings pack + Dpaint III	£189.99
FREE DELIVERY	

## SMART BUY

## 12 GAMES FOR £14.99

Road to Hell, Tank Battle, AGA Tetris, Pacman 92, Duel, Lemmings, Mouseman, Wizby's Quest, Premier Picks, Tangie, Super League Manager, Bop &amp; Flap

## STARTING PACK £14.99 FOR:

10 Disks, Mouse Mat, Microwatch Joystick, Storage box, Disk cleaner

Add £3.10 P&amp;P

## AMIGA CABLES

Amiga to TV Scart	£10.99
Amiga to Amiga TV	£10.99
Amiga to Amiga TV	£10.99
Modulator overhang lead 23M/23F	£11.99
Python 1M Joystick	£8.75
Joystick Extension Lead 10F	£3.99
Joystick Extension Lead 10R	£3.99
Printer Lead	£4.00

## DUST COVERS

Amiga 1200/500/500P/600	£4.00
Commodore/Philips monitors	£4.00
Star/Citizen/Panasonic Printers	£4.00

Star/Citizen/Panasonic Printers

Add £2 for Delivery

## PRINTERS

"FREE" Word Processor, lead, dust cover, printer paper, delivery	
Citizen Swift 200 24 pin colour +sheeffer	£194.99
Star LC24-30 24 pin colour +sheeffer	£194.99
"Panasonic" 2123 24 pin Colour	£189.99
Panasonic 2023 24 pin mono	£144.99
Ster LC100 24 pin mono	£144.99
Citizen Swift 9 20 pin colour	£154.99
HP Deskjet 560 Colour Inkjet	£479.99

## MONITORS

Commodore 1084/1085	£189.99
Commodore 1086	£189.99
Microvite 1438 (same as Comm 1942)	£299.99

FREE LEAD - FREE DELIVERY

## ACCESSORIES

3.5" Disk Head Cleaner	£2.99
Mouse Mat	£2.25
1000 Labels	£10.00
Apple II Games (Commodore/Amiga/Zzappl)	£19.99
Manhattan Mouse Amiga/Asterix	£12.50
Universal Printer Stand	£4.99

ADD £2.00 FOR DELIVERY

The  
**COMPLETE**  
Solution

WE'RE  
GOING TO  
HIT!

# BENEATH A STEEL SKY

If living under a steel sky  
has been putting too much  
pressure on your brain then  
Michael Filby should be able  
to take that weight off your mind.

## PART

# 1

**S**tart off by snapping off the rung to the left of the walkway and use it on the door to the right. When you go back inside, go down the stairs and through the door to the right. Use the circuit board on the various pieces of junk until you get Joey activated. Chat with Joey, then step on the lift. When Hobbins arrives go to the right quickly, open up the cabinet and, once you've grabbed the spanner, return to the lift room. Examine the droid, then talk to Hobbins. He will tell you what is wrong with the droid. Then tell Joey what's wrong and he will fix it.

When the droid activates the lift, quickly jump down the hole. When Joey arrives ask him to open the door. Search Reich's corpse and take his belongings. Go right, then right again into the building next door which is the

factory. Chat with Anita and when Lamb arrives, tell him you're security. Now go right, put the spanner in the cogs and then take it back out again. Go left, examine the droid, and use the spanner on it. Chat to Joey about a new shell and then go right. Try walking through the top-left door, then ask Joey to check out the storeroom. When he returns, tell him to disable the fuse box and when he has done this, walk into the storeroom. Pick up the walkway and get the small lump of putty beneath it. Show this to Joey and he will reveal that it is a plastic explosive.

## PILLOW TALK

Leave the factory, go to the building to the far left of the walkway — this is the steam room. Inside, use the spanner on both of the buttons on

Reich seems pretty CUT UP about it?



the boiler. Ask Joey to press the button on the right and simultaneously press the button on the left. When the old man leaves, go to the left of the room and pull the switch.

Remove the light bulb and put the plastic explosive in the socket. Pull the switch again and two more switches will be revealed. Pull the one on the right downwards.

Now leave the steam room and go to the lift near the factory entrance. Use Reich's card in the slot and enter the room. Move the pillow and pick up

the holographic projection and ask Joey to persuade the hologram to open the door. Go inside and chat with Burke.

Offer Burke your testicles(!) and he'll give you the Schreibmann Port. Chat to Burke some more about everything. Leave the steam room and go right until you reach Anchor Insurance (next to Travelco). Examine the statue, then chat with the man about a special policy and tell him that Burke sent you. When the man leaves, ask

password, go left, pick up the password, go up, put down, go right, down, pick up, up, put down, left, pick up, up, right, down, right, down, put down, up, then exit the room. Once through, collect the bust and the book, now Decrypt your two new documents. Now Disconnect.

Use Reich's card with the LINC machine and select 4. Enter the security number then select 1. Read all the documents then select 0. Now select 2 and 2 again. This gives you special authorisation and you should now exit the system. Use Reich's card

then through the top left exit. Use the dog biscuits on the plank and wait for Mrs. Piermont and her dog to turn up. When the dog starts to bark pull the rope. As the guard gets distracted, sneak into the cathedral. Go through the top left exit and open all the lockers, then leave and go back to the top level via the lifts. Enter the factory and go to where you last saw Anita alive. Wear the radiation suit that's hanging in the middle locker and go right.

### NUCLEAR REACTION

Access the control panel and select 2. Exit, and enter the reactor room. Just to the right of the core you'll find Anita's card on the floor. Pick it up, leave the room and close the door with the control panel. Go left and change back into your coat. Leave the factory and go back to the LINC-space interface via the Security Station's lift. Use Anita's card in the interface slot and sit in the chair.

Once in LINC-space go right and use the Blind program in your inventory with your eyeball. Quickly go into the upper exit, go up again and use the Playback program with the well. Go through the upper right exit, use the Blind program on the eye and pick up the tuning fork. Now disconnect.

Leave the security buildings, go to ground level and talk to the gardener outside Mrs. Piermont's house. He'll tell you that his name is Eduardo. Go left and left again, until you reach St. James' club. Go inside, walk up to the jukebox and activate it. When Colston, the club manager, gets up, quickly go over to his table and grab his glass. Examine the metal plate next to the door at the back of the club, then leave. Go to Burke's Bio Surgery via the lift, go inside and give Burke the glass. Leave and go back to St. James' club. Once inside, go the metal plate. **CU**

the magazine. Leave and continue past the lift you have just been in, going right, you can now enter Travelco. Chat with the man there as much as possible, hand him the magazine and pick up the ticket. Leave and go back to Reich's apartment door. Wait for Lamb outside and chat with him when he arrives. When he mentions going away, hand him the ticket.

Go back to the factory via the lift and chat with Lamb again. After the tour he will leave you outside the store-room so now go right and talk to Anita. When she asks for your ID card, hand her Reich's. Talk to her some more. Leave the factory and Use Reich's card with the LINC terminal. Select 4 and enter the code from your security manual in the game box. Select 2, then 1, then 1 again, then 2 again. Exit the terminal and wait for Lamb. Chat with him and he will authorise you to enter his apartment.

### BIODEGRADABLES

Before going down in the lift, locate the cable to the right of the screen and ask Joey to cut it. Go down in the lift and pick up the cable. Go into the apartment and use Reich's card in the slot on the right. Go into the apartment and use the machine on the right. Pick up the video on the left and leave. Go to the far left of the long walkway and you'll find Burke's Bio-Surgery. Go inside and chat with

Joey to use his welder on the Anchor. Pick up the anchor when Joey has finished. Leave, and make your way to the top level again.

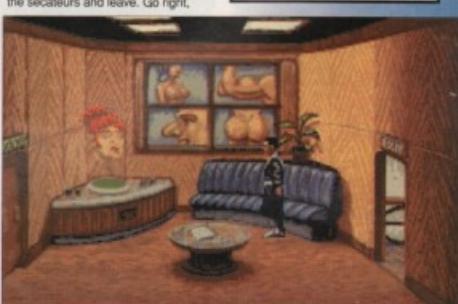
Now go into the building opposite the steam room and you'll find yourself back at the starting position. Go up the stairs and out of the door. Use your anchor with your cable to make a grappling hook and use it on the security sign on the wall of the facing building. Go through the door to the right and use Reich's card in the slot next to the interface. Sit in the interface and, once in LINC-space, pick up the ball. Now head out of the right exit and use the Open program in your inventory on the carpet bag. Use Decompress on the compressed data and Decrypt with the document.

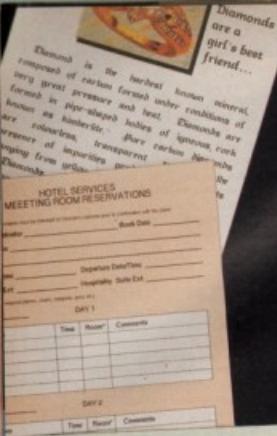
### FIND YOUR WAY

Go through the right exit. Use one of your password programs with the floor and then go right. Put down another

### NEXT MONTH

Okay folks, you're getting there. If this lot hasn't helped you finish Steel Sky then tune in next month for the final breakdown.





# The Best Selling Word Processor and Database just became even better... **VALUE!**

Since its launch, Pen Pal has become the most popular package of its type

Not surprising when you consider the extensive features at your fingertips, combined with user friendly simplicity, it was bound to be a winner! In a comprehensive Word Processor test, Amiga Format commented "There is little to fault Pen Pal, it deserves to do well" - quite a prediction it seems! Format have since said that it's "Still the best value for money..." If you're not a Pen Pal user yet, we hope you soon will be, because at just £39.95... the best just became better, even better value!

# Pen Pal

A superb package, with immense power, to fulfil all your Word Processing needs, and... with an integrated Database too! It's all so easy to use, you'll rarely need to refer to the extensive 250 page lay-flat spiral bound manual. Users frequently tell us that they've never found a program they get on with so well.

**THE WORD PROCESSOR:** You can... Open multiple documents simultaneously; search and replace; cut, copy and paste; check your spelling with a 110,000+ word dictionary; import your favourite IFFHAM graphics; from programs such as DPaint, or Clip Art files in various sizes and colours; automatically flow text around graphics in any Workbench compatible font (there are over 200 available styles) in different sizes and colours to suit your design... Even as you type!

Full Page View with position, edit and creation of graphic objects as extremely useful form designer. All this from a word processor cost Much, Much, More! As you can see from the documents shown on the left this is no ordinary program!

**THE DATABASE:** With 32 fields per record, 32,000 records per database as a fast sort of 1000 records in less than 5 seconds, this is a real database merging into the Word processor couldn't be simpler, with easy creation of templates for letters or reports, into which information can be merged.

AND... Remember, Pen Pal comes with full support for the new and experienced user completely free!  
Friendly help for all registered owners is just a phone call away.

## SoftWood - Quality software for your Amiga

With Pen Pal you're not just getting a one off product. SoftWood are acknowledged as the World's leading software company who develop just for Amiga and no other system. Once you're a registered SoftWood product owner your investment is protected as well have access to unlimited free technical support, feature changes and preferential upgrades to other SoftWood titles, both existing and future. Exciting new products are being developed right now. Pen Pal - your first step on the SoftWood ladder of Amiga software.

Pen Pal is available from all good Amiga software Dealers or from SoftWood. Call for your list of stockists.



**SoftWood Products Europe**  
PO Box 19 Alfreton  
Derbyshire DE55 7RW England  
Tel: 0773 836781 Fax: 0773 832  
Pen Pal is compatible with any Amiga from A500 to A3000/A4000 ranges with a minimum of 1 MB. Available from

# VFM



BUDGET

**Steve Keen checks out some top-class titles on a shoestring budget. If only everything in life was this easy!**

## LURE OF THE TEMPTRESS

HIT SQUAD OUT NOW £14.99



Graphic adventures seem to be ten a penny on the Amiga now, but there was a time when you'd have to walk 10 or more miles to find a decent point and click romp. *The Secret Of Monkey Island*, from LucasArts, was the one that REALLY started it all, and hot on its heels came *Lure Of The Temptress*, rich in atmosphere and loaded with new ideas on how to present an adventure.

You play Diermot, imprisoned in one of Turnvale's darkest dungeons while an evil race of marauding mutants, the Skort, led by the machiavellian Sorceress, have just hit town. In classic Great Escape mode you've got to figure a way out of the hellhole and find a way to finally rid the land of the evil monsters.

*Lure Of The Temptress* placed big emphasis on its character intelligence system, called Virtual Theatre. The principle was simple. All the characters that you meet on screen actually existed within the game as independent people. So, rather than disappear from the game as soon as they're out of sight, they continue to wander around and you find yourself bumping into them later on. They may not be doing anything particularly interesting, but it's nice to know that a guy you spoke to about the weather in the courtyard a few hours ago could very well end up sitting next to you in the pub at the end of the day. You could even pick a character and follow him around from one place to another – they just never vanish. More importantly, you can actually ask characters to perform tasks for you and they'll wander off and catch up with you later, wherever you may be.

In short there's tons to do, loads of people to meet, scores of cunning puzzles to solve and a detailed game environment to interact with. The game's also littered with impressive animated sequences that cut in to show you the action in more detail. *Lure Of The Temptress* stands the test of time more than most, and for me, still ranks up with the very best looking and playing graphic adventures around.

87%

## JIMMY WHITE'S WHIRLWIND SNOOKER

HIT SQUAD OUT NOW £14.99

A calmness descends on the crowd. The Hurricane lines up his next shot – red ball, top pocket. He draws back his cue, pausing for a brief second to let a tiny gnat remove itself from the green baize. Suddenly the red ball bursts into life and a huge beaming face appears on its surface, shortly followed by a pair of waving hands that jut out from its sides. Hang on a minute! This isn't *Pot Black*. No, it's Jimmy White's *Whirlwind Snooker* and it certainly did make a few heads turn (indeed spin) when it was released.

Even today Jimmy White's game is the most accurate snooker simulation you can get on any format. Every conceivable tool is here for the using to make your turn at the table as realistic as possible, not to mention the weird creatures that mutate from the balls if you take too long over a shot. In fact some have said that there are just a few too many controls to master – the game is certainly not for those who are afraid of giving their mouse a good working over. The control menu can be displayed either at the side of the screen or, much better and more discretely, running along the top. You can rotate the table around 360 degrees; view it from any elevated angle and even zoom in and out on any ball.

Different tournaments and championships are available, as well as trick shots and a choice of computer opponents that vary in skill. My advice is to start off as low down this table as you can as it takes a lot of time to master. The basics are simple, but applying side to shots, spins and screw-back can take hours to perfect. The table is massive too, but once you've figured out how to tilt and rotate the beast you'll soon overcome the problem of not being able to actually see the pocket that you're aiming for.

*Jimmy White's Whirlwind Snooker* does look slightly dated in the graphics department and the sound is distinctly smelly, but it's still the best snooker game available and, let's face it, no one programs 'em better than Archer MacLean!

86%

## DUNE

HIT SQUAD OUT NOW £14.99

I've lost count of the amount of times I've settled down and tried to get my head around *Dune*. The movie. If only they'd put it on TV earlier in the afternoon I might be able to stay awake long enough to see the end credits! So, when the game of the film was first released, I didn't really go out of my way to give it a whirl, but now I realise what I missed.

I won't go too far into the plot, suffice to say that the game is a lot easier to follow than the film. You take the role of Paul Atreides, son of a Duke who lives in the palace on the planet Dune, which is under constant threat from invaders who crave Spice, its precious mineral that aids space travel. It's your job to make sure that there's a constant stock of the stuff in the warehouses and that you recruit enough people to mine the substance.

You can travel around the planet in a number of ways. At first by ornithopter, a mechanical insect style aviation machine that skims the desert surface and flies to you destination. Sooner or later you'll have to venture out on foot, but take care, stray too far into the desert without a life support system (a 'stillsuit') and you'll fly, or worse still, be consumed by one of the giant worms that burrow under the sand and burst up through to the surface, taking you by surprise.

Graphically, the game goes for basic-looking locations and backdrops, but some of the desert scenes, animations and travel are visually stunning. Of particular note is the cunning use of tinted colours that give the illusion of turning night to day. Best of all though is the music. So often in adventures this is put to the back of the list of priorities, but in *Dune* it's orchestrated with great style and atmosphere (just like the movie). The game's easy to control too, with little disk swapping and very fast updating, allowing you to move between locations quickly and with minimum fuss.

*Dune* in 1994 is well worth giving a whirl and if, like me, you never could get along with the film or books, don't fret, this adventure is much more accessible.

80%

# SLEEPWALKER

## HIT SQUAD £9.99 OUT NOW

**S**leepwalker was just one of the fan-tabulous, pop-mongous, dream-tabulous products that did the rounds when those big-hearted, smashing, Comic Reliefers were in full swing. The game even features the voices of Harry Enfield and Lenny Henry in the intro sections.

Not a company to go against tradition, Ocean Software opted for a mildly original platform affair for its brief semi with cha-cha-ty. The game centres around a young lad named Lee who is a compulsive sleepwalker and who, one night, jumps out of the window for a midnight stroll across the rooftops. Fortunately, he's spotted by the family dog, Ralph, and the hound gives chase, trying to keep the yob out of danger and guide him back to bed.

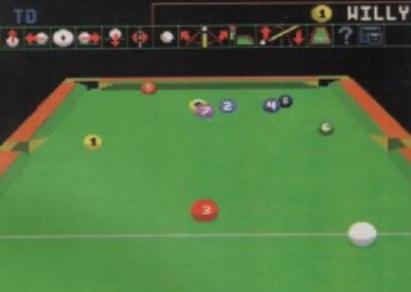
Each level presents different obstacles for the duo to negotiate. Lee's in a deep sleep, but every time he comes into contact with a particularly dangerous object he'll instantly be woken up and die of shock. However, Ralph is as smart as a dolphin with two heads and can employ any number of tactics to keep the youngster dozing. By running ahead and leaving Lee behind, Ralph can disarm several of the traps that could harm Lee. For instance, Ralph can close sewer drains, cover manholes in the road and knock out nightclub bouncers. After you've eradicated all possible dangerous obstacles you must run back to collect Lee and guide him to the level's exit. It's not all plain sailing from there though, as you still have to turn the youngster around and make him walk in the right direction. Some parts of the game require you to make a human bridge out of Ralph to prevent the boy falling to his death.

Quite a nice idea for a game, but the whole thing appears to have been a bit rushed (due perhaps to the deadlines imposed by its original Comic Relief launch date) and the game graphics and variety of levels leaves a bit to be desired (although the A1200 specific version has been enhanced). Bonus levels are included, where you guide Ralph around a level collecting balloons for extra lives and special icons. If you collect all the objects in every round you'll be able to see an extra animation when you've completed the game.

Variety of gameplay is what ultimately lets Sleepwalker down. Every level's against the clock too, so it's quite normal for you to be sent back to

the beginning of a certain level, after nearly completing it, because the time's run out. As far as I know, none of the money for Sleepwalker goes to charity this time round, and without the hype surrounding Comic Relief this is a frustrating substitute for top platforming fun.

70%



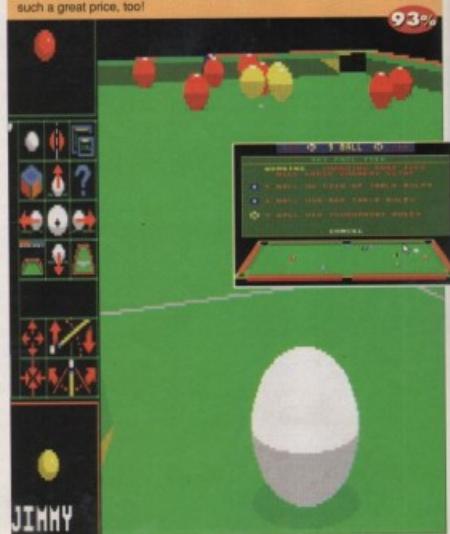
# POOL

## HIT SQUAD £16.99

**N**ot only have the Hit Squad acquired the superb Jimmy White's Whirlwind Snooker from Virgin, they've also snapped up the rights to Archer Maclean's follow up, Pool. It may not be as comprehensive a game as Team 17's Arcade Pool, but it still contains all the rules for US and UK 8-ball and US 9-Ball matches.

Using the same graphic engine as Jimmy White's, with some speed optimisation (believe me, this thing really shifts on an A1200!) with a few minor modifications, the game has the same natural feel and realistic gameplay of the former, with a few minor twists. The big difference comes in the US games, where the balls are spotted, striped and numbered. Sadly, the balls don't actually roll like they do in Arcade Pool, gliding along the table instead, with the numbers always facing you. But then the maths involved in creating rolling balls are beyond the A1200's capabilities. What do you want, realism or speed?

It's a great game, and although it's not very different from Jimmy White's, it's well worth owning both just for the variety of game. And at such a great price, too!



# VIDEOWORLD

8.Ardoch Gardens, Glasgow. G72 8HB

Telephone: 041 641 1142

## AMIGA Desktop Video

### Amiga Systems

A1200 120 MB HD	£500.00
A1200 120 Mb HD Memory + Co Pro	£900.00
A4000 30-40	EP.O.A.

All systems come with 1 year on site warranty. Various system configurations are available. Please call with your exact requirements.

### Memory Expansion

A1200 2MB + 2MHz 68882	£195.00
A1200 4MB + 2MHz 68882	£245.00
A4000/A1200 4MB SIMMS	£195.00
A4000/A1200 8MB SIMMS	£295.00

Other configurations available - please phone with your requirements.

### IDE Hard Drives

80MB	£199.00
120MB	£199.00

All drives come pre-formatted and include cables

### Paint & Presentation Software

Scala MM211	£145.00
Scala MM 300	£299.00
Mediapoint	£299.00
Brilliance	£149.00



### Nexus Pro Background Picture Sets

High Quality TIF Pictures that are perfect for Videocutting, 3D Rendering, etc!  
Work in Scala, D Paint, Brilliance, Mediapoint.

#### Set One : Papers

Various Paper types, including Parchments, Marbled, Papyrus, Foils & Embossed.

#### Set Two : Fabrics

Various Fabric backgrounds including Silks, Satins, Cottons, Leather, Denim, etc.

#### Set Three : Textures

Various textures including Stoneworks, Woods, Floorboards, Marbles etc.

#### Set Four : Travel

Including Famous Landmarks from around the world, perfect for use as Chromakeyed Backgrounds or for Holiday video title backgrounds.

#### Set Five : Weddings

Including Purchasers, Silks & Flowers, Satins, romantic brushes, etc.

"If you use an Amiga for your wedding videotitling you can't afford to be without these sets ...They come highly recommended."

I.O.V. Storyboard Magazine

"Plenty of pictures for the pound ... These pictures look excellent"

Amiga Shopper

Price per set - £35.00 or buy the whole range for £150.00

### NEW! NEW! NEW!

#### Nexus pro Videofonts Set

This five disk set contains over 50 high quality scalable fonts that are the perfect solution to your videotitling and DTP requirements. Compatible with Scala, Brilliance, Final Writer, Pro Page, Pagestream etc.  
Amazing Value at only.....

£14.99

**DELIVERY:** Next day £5.00 2-3 Days £2.50

Deliveries are subject to stock availability



## THE HISTORY OF COMPUTER GAMES

This Brilliant value pack

contains 25 all time

classics on 7 disks and

comes professionally

packaged with a definitive

manual on the history of

computer games. This

nostalgic trip down memory

lane is an absolute must for

your games collection at

## ONLY £17.99.

Simply fill out the coupon

below and make your

cheque/postal order

payable to The Software

Business. Alternatively call

the credit card hotline on

## 0480-496497,

or fax us on

## 0480-485605.

All Trademarks and Registered Names are the property of their respective holders.

### ADDON VERSION

Unisystem, Super Raid IV, Mr Giddy, Missile Command, Battleship, Cyberspace, Planetside Little Rascals, Return of the King, Super Pac-Man Megahell 2.1, Dragon Flyover, Locomotion Fighting Warrier, Big Y Phag, Monaco, Peng Battlegrounds in Space, Froot Salad, Mehmetvah Behlendorf, Anna Gou Chess, Deedy, Girl Action Bomblucky



NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

POSTCODE \_\_\_\_\_

PHONE \_\_\_\_\_

ITEM \_\_\_\_\_

PRICE

Please allow 28 days for delivery.

at £2.00

Visa/Mastercard/Switch Number:

POSTAGE

TOTAL

Switch Issue No. \_\_\_\_\_

Card Expiry Date: \_\_\_\_\_

\_\_\_\_\_

SIGNATURE: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_





# Adventure Helpline



VAMP

**Feeling fed up because your are stuck in the middle of your favourite game of all time. Never mind, Vampyra is here to raise your spirits and kiss it all better with some smart tips on your favourite adventures.**

## BENEATH A STEEL SKY

I bought the brilliant *Beneath a Steel Sky* from Virgin after reading the review of it in your magazine.

So far in the game I have gone through the security headquarters' window with the anchor and cable. However, when I entered the Interface, the eyeball zaps me when I go towards the exit. The possessions I have are the Charon, the passwords, the Phoenix program and document, the decompressor and the briefing plus report documents. I have also used the decrypter on all of the documents.

Jason Russell, Bristol.

*Well I haven't actually had time to get my teeth into this game yet, as I've been too busy biting more interesting things, so I rang the help line 081-9648242, (me ringing Virgin's Help Line, that's a laugh for a start!) and tried to explain your problem. The very nice lady at the other end told me you shouldn't have any problems providing all the question marks have been removed from your documents, plus a little man. Well that sounds like an interesting concept I thought. She went on to explain that if you look at the question marks using the magnifier they will disappear. She asked me if you had looked at your little man with the magnifier? I told her that I hadn't liked to ask as it seemed so rude. Is there a little man on your documents? If so, what have you been doing to him? She also said you are supposed to ensure that you are disconnected from the interface. I hope that helps if not, fear not CU AMIGA has come to the rescue yet again (those heroic devils) there's a solution in this very mag.*

## CURSE OF ENCHANTIA

I am stuck on the *Curse of Enchantia*, in the Ice World. How do you get into the Castle? I've found the bits of ice sticking out, do you have to play them in a certain order? If so, what is it?

Andrew Humphrey, Chipping Norton.

*Well I know how I get into castle. I just fly up to the battlements then crawl down the walls until I find an open window, but then I don't suppose you know how to turn yourself into a bat do you?*

*You are quite correct that playing the pieces of ice is the solution. But you've got to push and pull them in the correct order.*

*The solution is found by watching the penguins who are walking past in a certain order, and then push/pull the icicles in the same sequence (i.e., shortest to longest). Get that bit right and the door will open.*

## MONKEY ISLAND II

I have been reading CU AMIGA for two years now and never had a problem worth writing to you about.

*Curse of Enchantia: Watch out in case an Enchanted comes around your street cursing his head off!*



But times change, and now my dear maiden I've got a few for you concerning *Monkey Island II* that need solving.

- How do I get the picture of the parrot near the real one?
  - How do I get the book on Governor Phatt's bed?
  - How do I win the spitting contest?
- P.S. Please tell me whether your arrival got anything to do with Slingsby's departure?
- Sigi Van Espen, Belgium.



Swinging around in Monkey Island II. You can swing around and make yourself a monkey too.

**O**h no, not more questions about birds looking in mirrors. You know why girls are called 'birds' don't you? It's because they pick up worms! Anyway, it's not the picture of the parrot you need, it's the mirror itself. You can simply buy the packet of parrot chow and then put the picture on the hook near the vain bird. Now you can pick up the mirror.

Go to the library and use the card index to find any book title you like, plus the *Joy of Hex* and the *Pirate Quotations* book. Ask the librarians for a temporary card to borrow the books. In the Governor's bedchamber, use the extra book from the library on the book on the Governor's bed.

To win the contest you must buy a selection of drinks from the bar first. Mix the blue drink with the yellow drink. Blow the ship's horn, and when the Spittmaster moves away, pick up the flags and switch their places. Use the green drink with the crazy straw then move to the Fault Line. Launch your spit when the woman's sash flaps and the wind will give it some extra help. (My God this is gross).

As to the sudden departure of our former editor, Dan Slingby, it was nothing to do with me. On the other hand I'm quite partial to our Games Editor Tony Dillon. Mind you, it's well known that I'm partial to a bit of heavy metal head banging.

## GOBLINS II

We are having a little problem with *Goblins II*, and it is driving us mad. The items we have collected so far are the stone, the bottle, the matches, the wine and the sausage. We have lit the fire next to the giant, but that is as far as we have got. Please, please help us.

Keith and Ian Worley, Warrington.

*Stealth, Indiana Jones, Monkey Island I and II, Kyrandia and Enchanted*. But Future wars has us beat. We have gone through the shuttle port, up the escalator, and been captured by the Crughorns. We have now found ourselves in a cell with an air-duct.

So what now? Please help us before serious damage occurs to the game disks; our Amiga 500 or indeed each other.

Mrs L. Butler, Nottingham.

*All fairies know, giants love a fried egg so obtaining one is your next task. Get Fingus to stand behind the chicken while Winkle picks it up. Once the chicken is firmly grasped, get Fingus to smash it on the head with a sausages and it will lay an egg. (And to think that you thought free-range eggs were cruelty-free!) Once you get the fire going, use the egg on the fire.*

## LURE OF THE TEMPTRESS

I know *Lure of the Temptress* is old hat, but I am still stuck at the beginning. I know I have to get a potion from Taigh's house, but I have nothing to put it in. I have a broken glass, a knife, a gem, a lockpick, a diary and a few greats.

Kerry Clayton, File.

*I think your trouble is that you are wasting your life playing silly games and not enough time chatting up girls in pubs. Go round to the Magpie Tavern and get an eyeful of the barmaid; she's a girl worth getting to know. Remember that diamonds are a girl's best friend, so before she'll give you what you badly need, you'll have to give her what she wants. Isn't bartering a wonderful thing.*

## FUTURE WARS

We are four 'mature' RPG enthusiasts having struggled with and completed games like *Operation*

Amem, er, yes. An interesting picture could lie behind that big door?



*journey. The trick is to lead your camel to an oasis and let it begin to drink. When it begins to suck in a belly-full of water, you must surprise it by basking its 'unmentionables' between two bricks. The result is, in one sudden gash it will suck in double the amount of water that it normally could; enough to last a further week. Don't be concerned because it doesn't hurt - providing you avoid catching your thumbs between the bricks.*

*To solve your problem you first need to get the Scrolls (another painful condition). Starting from the Room of Selkis: get the rubs, go southwest twice, get the sack and climb the rope. Drop the sack, wet your torch with the liquid, get the sack, go west, east, then south.*

*Drop the sack and get the scroll. If you read the scroll it will show you that you need to take out the third brick and then the fifth to solve your little problem.*

*Find the coin in the returned coin slot, then use it twice to make the machine work. Remove the grille from the dust using the key.*

## INFIDEL

I recently bought an ancient text adventure, *Infidel* by Infocom, from a charity shop. Do you or any of your readers with long memories know the answer to the following puzzle? I am in the pyramid, in a room with a recessed panel containing nine numbered bricks in rows of three. On the assumption that there is a secret room somewhere in this area, what do I have to do with the bricks to gain entrance?

Mrs A. Bird, New Malden.

*Well this could be difficult, for I know from personal experience that the ancient Egyptians got up to lots of tricks with bricks, some of which were quite painful.*

*Have you heard of their technique concerning the 'bricking' of camels? Not? Well I'll explain.*

*On one drink of water a camel can travel across the desert for a week, however there are some regions where there is no water available for at least two weeks, and only by 'bricking' your camel can it make the*

*'She's beautiful, bewitching and 'Bad to the Bone', but Vampyra is still everyone's favourite nightmare.'*



*Once again the bat on the wall says it's time for bed, so I must love you and leave you. One final thought girls: any woman who wants to be the equal of men, is seriously lacking in ambition!*

*Write down your little but not unimportant problem and send it in a plain envelope to:*

*'Dear Vampyra', CU AMIGA,  
Priority Court, 30-32 Farringdon Lane, London EC1R 3AU.*

*I'm not a big fan of Goblins, but I do like fairies - they are always so beautifully dressed. Why is it that no-one loves a fairy when she's fairy? Believe me boys, older girls are so much better.*

## INDI DIRECT MAIL

is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision and here's why. INDI is a wholly subsidiary of a public company now in its eleventh year of trading and specialising in the supply of computer products.

With a group turnover approaching £30 million per annum, INDI have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

### No Deposit Credit 5 Years to Pay

INDI are now able to offer competitive credit facilities on all orders over £100. Payment can be over 12, 24, 36, 48 or 60 Months and can include insurance to cover repayments in the event of sickness or unemployment. All credit facilities are subject to status and applicants must be over the age of 18. If you would like a quote, simply call our sales line where acceptance can normally be notified within the hour.

### Express Cheque Clearance

Simply write your cheque, guarantee card number, name and address on the back of your cheque and we will normally be able to despatch your order the day that we receive your cheque. Cheques, received without a cheque guarantee card number, will normally clear within a maximum 7 working days.

#### INDI TELESALES

TEL 0543 419999 FAX 0543 418079  
9am - 7pm Monday to Friday

9.30am - 4.30pm Saturdays

New Products!

#### AlfaScan - Plus 256 Greyscale Alfa Colour 256K Colour Hand Scanner



**£129.99**

Alpha Scan Plus

**£334.99**

Alpha Colour

#### PACE MODEMS The No. 1 in Telecoms

##### The MICROLIN FX.

Everything you need in a Fax Modem.

• Simple to set up and use

• Universally compatible

• 100% accurate data and image transmission

**£169.99**

**£269.99**

Complete with Gift-Ware Telecom Software suitable for all Amiga (Except A500)

#### Sharp Monitor / TV



**£169.99**

2 Mb Smartcard

The original and still the only fully PCMCIA compatible memory card for the A600 and A1200. Comes with lifetime guarantee. Beware of cheap imitations. INDI PRICE £99.99

4 Mb Smartcard

Same as above but maximum 4Mb.

INDI PRICE £155.99

**£10 OFF**  
**Spectacular Voyage**  
**CD32 Pack**  
**No deposit credit terms available**



#### Competition Pro CD32 Control Pad

Competition Pro CD32 control pad. Why not add a second control pad and really compete!

- Turbo fire and Auto Fire
- Slow motion selector
- 8 way Superswitch
- Control pad for both CD games and audio CD

**£14.99**

~~£19.99~~

ONCE AGAIN INDI BRING YOU THE BEST DEAL IN TOWN WITH A FULL £5.00 OFF THE FABULOUS SPECTACULAR CD32 VOYAGE PACK. SO GENEROUS? IT'S SIMPLE. THE MORE CD32 WE SELL, THE MORE SOFTWARE YOU WILL BUY AND AT INDI PRICES WHOULD BLAME YOU.

## DON'T FORGET!

Amiga CD32 Comes with **2 GREAT GAMES** Microcosm and Chaos Engine and whilst stocks last Oscar, Diggers, Wing Commander and Dangerous Streets

**PLUS ...** The addictive platform game Lemmings completely **FREE**

**AND ...** CD32 will play your favourite Music CD's

#### FMV MODULE NOW IN STOCK!

**£189.99**

~~£299.99~~

Commodore List Price

#### Amiga CD32 Software Titles

##### FRONTIER ELITE II

Microcosm	<del>£19.99</del>
Desperado	<del>£19.99</del>
East End Soccer	<del>£16.99</del>
Labyrinth	<del>£17.99</del>
Morph	<del>£19.99</del>
Overload 1: Lumen	<del>£19.99</del>
Space Pirates	<del>£19.99</del>
Zool	<del>£19.99</del>
Seek and Destroy	<del>£19.99</del>
Bullet-Proof Sixx	<del>£19.99</del>
Hawk Falls Golf	<del>£24.99</del>
Liberation	<del>£22.99</del>

**DON'T DELAY - ORDER TODAY**

#### Pro Graphics Multi Sync Monitor with Stereo Speakers

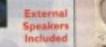


**£295.99**

#### Monitor Comparison

Size	Pitch	Input	Approval	Price
Commodore 14"	0.4"	Analog RGB	MPR II	£249.99
Pro Graphics Multi Sync 14"	0.28"	Analog RGB	MPR II	£199.99

plus External Stereo Speakers  
Add a pair of our Quality Stereo Speakers to your existing Monitor. INDI Price £16.99



#### Zappo External Floppy Drive

**LOW LOW PRICE**



You've seen all the reviews on this popular and affordable second Amiga drive. "Competible with all Amiga Quality 9 out of 10."

Exceptional value for money.  
**Amiga Computing**

**£48.99**

#### Amiga 600 with 30 Mb Hard Drive + 12 Months



**PRICE CRASH!!**

**£229.99**

TEL: 0543 419 999 FAX: 418 073

#### On Site Warranty

A generally unpredictable deal combining an Amiga 600, 30 Mb Hard Drive and a fantastic range of games.

**Trivial Pursuits - The Classic Quiz**

**EPIC - Science fiction Adventure**

**MYTH - Question the judgement of Gods**

**ROME - Capture the ancient Roman Empire**

**AD 92 - Walk playing adventure**

**AMIGA TEXT**

A powerful word processing package simple to use but highly sophisticated. Ideal for business or your professional results.

**DELUXE PAINT III**

Moveable graphics at the press of a key, 3D perspectives and a complete set of paint tools.

#### New Low Price IDE Internal Hard Drives

Indi can now offer top quality 2.5" Internal Hard Drives for the Amiga 600 and 1200 at unbeatable prices. All drives come complete with cable and installation software.

**80Mb 2.5" Internal HD's £169.99**

**120Mb 2.5" Internal HD's £214.99**

**170Mb 2.5" Internal HD's £249.99**

**Zappo 601**

Trspro upgrade for the Amiga 600. 1Mb with RTC.

**INDI PRICE £49.99**

**Zappo 601 NC**

As above only 512K, no clock.

**INDI PRICE £29.99**

# Panasonic

# UNREPEATABLE!

## Colour Printer Deal !!

DON'T JUST TAKE OUR WORD FOR IT CHECK AROUND!!

OUR BUYERS HAVE DONE IT AGAIN, THE TOP QUALITY PANASONIC COLOUR PRINTER AT AN UNREPEATABLE PRICE. THIS IS A ONE OFF DEAL AND CANNOT BE REPEATED SO YOU MUST TELEPHONE TO CONFIRM THAT WE STILL HAVE STOCKS



### Panasonic KX - P2123

Fast Printing Speeds 192 CPS draft, 64 CPS LQ and 32 SLQ.

Colour Printing  
Quiet printing  
7 Resident Fonts  
24 Pin Diamond Shaped Printthead  
1 year Warranty

Over 132,000 style types using Super LQ, Courier Prestige, Bold PS Roman, Sans and San Serif fonts.  
High performance and high quality output, for total peace of mind.

With Free Wordworth or Batman Returns / Elite II

**FREE**

- DUSTCOVER
- COLOUR RIBBON
- BLACK RIBBON
- INDI SOFTWARE OPTION

WORDWORTH OR BATMAN RETURNS / ELITE II

~~£207.99~~

**£189.99**

FIRST COME FIRST SERVED

### Panasonic KX - P4400

NEW Ultra - Compact LED Page Printer Announcing the Panasonic KX - P 4400 LED Page printer, the printer that fits virtually anywhere. Ultra small foot print (12.7cm x 38.1cm max trays) and under 6.5 kg, this printer travels with you.

4 pages per minute of crisp, 300 dpi laser

100 sheet, multi purpose paper tray

A4, letter, legal and executive)

16 internal bitmapped fonts

16 resident fonts

5 Mb RAM expandable to 5 Mb

1600 copies per toner.

1 Year On Site Warranty



~~£57~~  
**£469.99**

**£759.99**

### Panasonic KX - P2023



Quiet printing

On screen set up display, Windows 3.1, 95, 98, NT, Macintosh driver

Fast Printing Speeds 44 CPS LQ

4 Resident Fonts

2 Paper Paths

1 Year Warranty

Recently reviewed by Amiga Format, "A fine 24-pin dot matrix printer at a reasonable price. Buy from INDI AND SAVE OVER £72"

Buy this superb printer for just £144.99 AND whilst stocks last we'll send you a voucher for a free auto cut sheetfeeder WORTH A FURTHER £89.

**FREE SHEETFEEDER**

~~£177.00~~  
**£144.99**

### KX-P4410 Laser Printing KX-P4430

5 pages per minute  
8 resident fonts

Optional 2nd input bin (total printer capacity 2x200 sheets)

Low running costs

Parallel Interface

Optional memory expansion to 64 MB (0.5 MB standard)

HP LaserJet II emulation

including SuperZoom



**New Low Prices!**

**£449.99**  
~~£479.99~~  
**£289**



\* Optimum (optimum resolution technology)

\* 5 pages per minute

\* up to 1200 x 1200 dpi

\* 8 scalable fonts 28 bitmap fonts

\* Optional 2nd input bin (total

\* printer capacity 2X 200 sheets

\* Memory expansion to 512 MB (0.5 MB standard)

\* New Low Prices!

**£649.99**

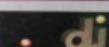
WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS

### EXPORT NUMBERS

TEL: (01543) 419999  
FAX: (01543) 418079

INDI DIRECT MAIL

1 RINGWAY INDUSTRIAL ESTATE,  
EASTERN AVENUE,  
LICHFIELD STAFFS. WS1 3 TSF



CU0694

PLEASE ENCLOSE £5 FOR SECURICOR DELIVERY

Please send 1)

2)

3)

Price

I enclose cheque/ PO for £.....

No. .... Expiry. ....

Name.....

Address.....

Postcode.....

Daytime Tel.....

**TEL: 0543 419 999 FAX: 418 079**

### Indi Direct Mail Customer Charter

INDI DIRECT MAIL is original and very exciting. Before you buy mail order you must first be reassured that you will receive the products you've ordered and that the supplier will still be there in the future. We have a strict policy of no returns after delivery. All purchases are final. Indi Direct Mail is a company of a public company now in its eleventh year of trading and specialising in the supply of a massive turnover approaching £30 million per annum. Indi have the resources and the continuing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

#### No Deposit Credit

We are now able to offer Competitor Facilities on all orders over £1,000. Payment can be over 12, 24, 36 or 48 months. Insurance to cover repayments on the event of unemployment. Why not ring a quote. Same day response.



INDI DIRECT MAIL, recognises of Trade Marks and Copyrights. All prices are correct at time of going to press. T & CS

079

## THE NEW ZAPPO SMART STOR

THE NEW ZAPPO SMART STOR PROVIDES GAMES AND DATA PORTABILITY NEVER BEFORE AVAILABLE TO THE AMIGA 600 AND 1200 OWNER. SIMPLY SLIP INTO THE PCMCIA SLOT ON YOUR AMIGA AND YOU HAVE ACCESS TO 20Mb OF SMART STORAGE. WANT TO RUN YOUR STORED GAMES OR DATA ON A FRIENDS AMIGA, NO PROBLEM, SIMPLY UNPLUG THE SMART STOR AND YOU HAVE TOTAL PORTABILITY.

\*20 Mb

**£139.99**

\*30 Mb

**£169.99**

### Zappo Smart Stor

- \* Fully configured
- \* Superfast Access
- \* 12 Months Warranty



### OPAL VISION MAINBOARD

The Opal Vision mainboard includes Opal Paint, Opal Animate, Opal Present and Opal Hotkey.

**FREE**  
**Montage 24**

#### THE BEST SELLING "REAL TIME" PROFESSIONAL VIDEO TITLING SOFTWARE.

For a limited period from 10 April until 30 June we will be giving away a **FREE** copy of Montage 24 worth 300 US Dollars. Montage 24 features Real Time font scaling, embossing and shadowing, colour spreads and transparency effects with an effective resolution of 1 nanosecond. Its many image processing capabilities include translucency blending, image compositing and bevelled boxes. Now you can enjoy the benefits of the ultimate in high quality 24-bit titling for OpalVision and the Amiga.

Limited Offer

**£349.99**

Includes **FREE**  
Montage 24

### ROMBO AUDIO VISUAL PRODUCTS



**Megamix.** Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source. **INDI PRICE £27.99**



**Tale Two.** Animation package is a must for computer artists and enthusiasts of all ages. As used in *Rolf Harris' Cartoon Club*. **INDI PRICE £34.99**



**Vidi Amiga 12.** The ultimate low cost colour digitzer for the Amiga, "the best value full colour digitzer on the market". Amiga Format. **INDI PRICE £49.99**

#### Rombo Vidi Amiga 12 (RT)

Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200/A4000. **INDI PRICE £129.99**

#### Rombo Vidi Amiga 24 (RT)

For the more serious user, this 24-bit version will again capture from any video source with true photo realistic images! A staggering 16.8 million colours can be utilised with incredible results. Full AGA chipset support. **INDI PRICE £219.99**

### BRILLIANCE

"Brilliant" Graphics Paint Package - In terms of design and sheer specifications Digital Creations really seem to have done everything right. They've got it all, I really can't fault the end result". **INDI PRICE £99.99** ~~£149.99~~

### FINAL WRITER

The most powerful word processor to grace the Amiga... **90% CU Amiga**  
**INDI PRICE £99.99** ~~£149.99~~

### FINAL COPY 2

"About as close to being a desktop publisher as a word processor dare go" - CU Amiga  
**INDI PRICE £62.99** ~~£99.99~~

### DELUXE HOME OFFICE

Three great programs to make your Amiga a powerful business tool. **Word Processing**, **Spreadsheets** and **Database**. An irrepressible file of business utilities allowing you to store and organise addresses, phone numbers and business contacts.  
**INDI PRICE £49.99** ~~£49.99~~ **Amiga 500 / 500+ / 400** ~~£100~~

### SPECIAL EFFECTS PACKAGES

#### Morph Plus

You've seen Michael Jackson's video, you've seen the television advert using the same techniques in morphing, now you can create your own images in a fraction of the cost. **INDI PRICE £119.99**

#### Dynate Paint IV AGA

New enhancements to the software include the ability to paint and animate in 4096 colours in the Amiga Ham mode. New animation features also include metamorphosis allowing you to transform one image into another. **INDI PRICE £64.99**

#### Art Department Professional V2.5

The ultimate in image processor. With ADPro you can read, write and convert between most common image file formats with unmatched flexibility. **INDI PRICE £132.99**

#### Real 3D V2

A fully featured 3D animation modeling and rendering program. **INDI PRICE £338.99**

### END OF LINE PRODUCTS

We have a limited quantity of product that we must clear so check out these crazy prices.

#### Rom Sharer and 1.3 Kickstart Rom

Have you bought an Amiga and can't run your old Amiga 500 games, here's your solution. Amiga 600 / 1200 / 2000 / 3000  
**INDI PRICE £24.99**

#### Roctec RockKnight

A very inexpensive, why not protect your Amiga 500 / 600 or 1200 with this anti-virus unit. Fits between your floppy drive and Amiga.  
**INDI PRICE £2.99**

#### Amiga 500 Power Supplies

Very expensive when you can get them, so here's a once only chance to solve a problem at a crazy price.  
**INDI PRICE £29.99**

**TEL: 0543 419 999 FAX: 418 07**

### OPAL VISION VIDEO PROCESSOR



We have received confirmation that the OpalVision VideoProcessor with Roaster Chip and the Opalvision Video Suite samples will be with us within weeks and volume supply will arrive early summer.

Video Processor Module

**£899.99**

Video Suite

**£899.99**

Voucher Price

**£659.99**

### AMIGA 4000 / 030

The new Amiga 4000 / 030 feature a EC 68030 processor running at an incredible 25 MHz. The A4000 / 030 has a powerful 2 MB of 32 - bit RAM expandable to 18 MB using industry standard 32 bit Simms module. In line with the A4000/040 the A4000/030 features the AGA graphics chipset giving you a massive 16.8 million colours.

#### New Low Price

**170 mb**

2mb Chip Ram

**£929.99**

No Deposit Credit Terms Available  
Phone for price on Fast Ram

## Frontier Innovations Pack



**1200 STANDARD FEATURES**

- 486DX Processor
- PCMCIA Slot
- 3Mb Chip RAM
- 3.5" Internal Floppy Drive
- AA Chipset
- Built-in TV Modulator
- Alpha numeric Keypad
- 12 Months at home maintenance.

### Drive Options for DTP & Frontier Innovations Pack

80 Mb Hard Drive Pack	£489.99
120 Mb Hard Drive Pack	£539.99
170 Mb Hard Drive Pack	£579.99

12 Months At Home Warranty from ICL

### WARNING

The advertisers are fitting 3.5" drives to the Amiga 1200. The Amiga 1200 was never designed to accept 3.5" drives and fitting one totally violates Commodore's Warranty. ICL only offer official 2.5" IDE drives officially accepted by Wang, ICL and Commodore.

### AMIGA SOFTWARE BONANZA

Ryder Cup Golf	£18.99	£11.99
Body Blows Galactic	£18.99	£19.99
Settlers	£14.99	£22.99
Simon the Sorcerer	£14.99	£22.99
Premier Manager	£18.99	£11.99
Cool Spot	£18.99	£19.99
Burning Rubber	£18.99	£11.99
Skidmarks	£18.99	£11.99
Noddy's Big Adventure (3-7)	£14.99	£15.99
Noddy's Playtime (3-7)	£14.99	£15.99
ADI French (11-12)	£14.99	£15.99
ADI Maths (12-13)	£14.99	£15.99
ADI Junior Read (6-7)	£14.99	£12.99
ADI Junior Count (6-7)	£14.99	£12.99
ADI Maths (13-14)	£14.99	£15.99
ADI English (13-14)	£14.99	£15.99

## Amiga 1200 / 030 Desktop Dynamite Superfast Digitiser Pack

A high performance 4Mb 32 bit RAM expansion board with a 20 MHz floating point unit to an Amiga 1200 and you have serious performance potential. Includes a Komodo VME graphics card. The World's Best Selling digitiser for Image Animation and Image Processing is all within your grasp. Movie Images are captured in real time, colour images in motion a second.

Amiga 1200 Digitiser Pack  
Amiga 1200 Digitiser Pack  
Amiga 1200 Digitiser Pack

80 Mb Pack	£739.99
120 Mb Pack	£799.99
170 Mb Pack	£824.99

Frontier Innovations Pack add £10

### Amiga 1200 Microbotics Memory Expansion Boards and Accelerators

Want your Amiga 1200 to have more memory or go faster? by simply fitting a board into the external trap door! Microbotics have produced the ultimate range of memory boards. Microbotics products allow you to add extra memory as your computing skills grow and new software arrives demanding even more memory.

#### SCOOP PURCHASE

MX 1200Z - 2 Mb and 4Mb 32 BIT RAM + 20 MHz FPU

MX 1200Z - 2 Mb and 4Mb 32 BIT RAM + 20 MHz FPU  
Install into trapdoor of your A1200 giving you an instant  
memory boost allowing you to ray trace or render  
large images and textures, play games, view  
samples or even grab more images all at an amazing speed.

Memory Expansion Boards  
SCOOP PURCHASE

4Mb	£349.99
8Mb	£539.99

50 Mhz SCOOP PURCHASE 4Mb £439.99 8Mb £629.99

Accelerator Boards  
SCOOP PURCHASE

4Mb	£149.99
8Mb	£199.99

4 Mb SCOOP PURCHASE 4Mb £149.99 8Mb £199.99

CHIP Technology

TEL: 0543 419 999 FAX: 418 079

# 2 GREAT AMIGA PACKS

Once again INDI provides the ultimate in choice and value with 2 great Amiga 1200 packs, each with their own special appeal and low low prices.

### Frontier Innovations Pack

Comes complete with

- Amiga 1200
- Frontier Elite II
- Batman Returns
- Worworth AGA
- Space Mission
- Personal Plant IV
- Day by Day
- Total Carnage
- Brian the Lion
- Zool 2

£329.99

### Desktop Dynamite Pack

- Amiga 1200
- Worworth AGA
- Prize Money
- Deluxe Paint IV AGA
- Oscar AGA
- Dennis the Menace AGA

£319.99

### New Desktop Dynamite / Frontier Innovations Colour Printer Pack with a Professionally Fitted Hard Drive Option

The Superb Desktop Dynamite or Frontier Innovations Pack

PLUS

The Best Selling Panasonic KX - P2123 Colour Printer with FREE Dustcover and cable

PLUS

**NEW**  
Low Low  
Price

International Sports Challenge, Paradroid 90, Cool Croc Twins

**New Low Price Hard Drive Options**

Desktop Dynamite or Frontier Innovations Pack Colour Printer Pack with fitted Hard Drive.

80 Mb Hard Drive Pack	£669.99	170 Mb Hard Drive Pack	£749.99
120 Mb Hard Drive Pack	£719.99	12 Months At Home Warranty from ICL	

ICL  
AT  
HOME

### Amiga 1200 / 030 Desktop Dynamite Professional Pack

"Approx 1.5 times faster than an A4000/030"

This is the ultimate power configuration, if your dream is to own the quickest A1200 ever then take a look at this specification. Amiga 1200 + 2Mb Chip and 2Mb Fast RAM (Expandable to an Amazing 128 Mb!) + Microbotics M120 XA W/500MHz MMU (Approx 1.5 times faster than an A4000/030!) + 12 Months at home Warranty + Choice of hard drive capacities + Optional 50 MHz 68828 FPU Maths Processor.

80 Mb version	£849.99
120 Mb version	£899.99
170 Mb version	£929.99
68828 50 MHZ FPU	£132.54

Frontier Innovations Pack  
add £10

### PANASONIC KX - P 2123

Colour Printer plus Worworth or

Batman Returns / Elite II

for ONLY £179.99

when purchased with Professional or digitiser Pack

### AMIGA 1200 DRIVES FITTED BY ICL

Picked up by ICL direct from your home and returned in 7 working days complete with 12 months "At Home Warranty".

80MB HARD DRIVE ENHANCEMENT SERVICE £219.99

120MB HARD DRIVE ENHANCEMENT SERVICE £279.99

170 MB HARD DRIVE ENHANCEMENT SERVICE £319.99

As a bonus ICL will add a further 12 months At home Warranty to your Amiga 1200\*

\*Amiga 1200 must be in full working order.

## No Deposit Credit

Indi are now able to offer

### Competitive Credit Facilities

on all orders over £100 subject to

status. Payment can be over

12, 14, 36, 48 or 60 months

and can include insurance to cover

repayments on the event of sickness

or unemployment.

Why not ring for a quote.

Sameday response.

# GET SERIOUS

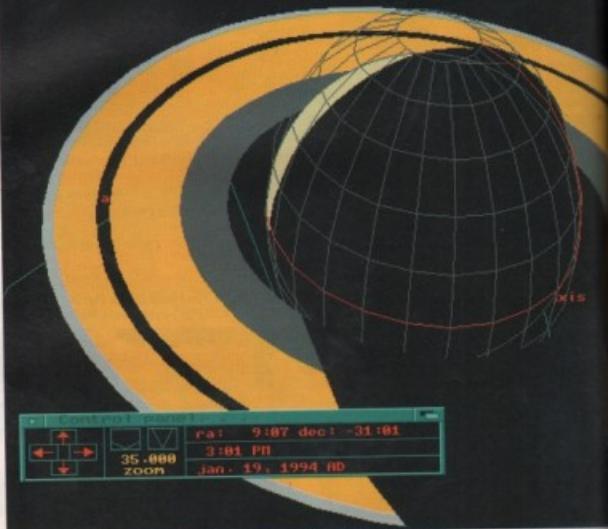
Got those utility blues?  
Got that 'must buy, but  
can't find the right thing'  
feeling? Well look no  
further. You have entered  
the information zone.

- 98 POWERSCAN PRO**
- DISTANT SUNS 5.0**
- DIR WORKS 2**
- ASSEMBLER GUIDE**
- 100 PAGESTREAM 3**
- 104 IMAGE FX**
- 108 HANNA BARBERA**
- ANIMATION STUDIO**
- 111 FMV CD32 COMPO**
- 112 GP FAX**
- 115 RAM BOARD**
- COMPARISON**
- 118 MICRO VITEC 1438**
- MONITOR**
- 119 SHARP DV-3750H TV**
- 122 PROGRAMMING**
- 130 PD SCENE**
- 134 PD UTILS**
- 142 ART GALLERY**



The CU AMIGA top rated accolade for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.

```
date : Jan. 19, 1994 RD : 3:01 PM
height : 331.42 (deg)
lat : -1.127 (deg)
dist : 9.82 (AU) 9.132e+008 (miles)
field : 35.00 deg.
```



## POWERSCAN PROFESSIONAL

### 400 dpi, 256 Grey scale, hand-held scanner

The Powerscan is a 400dpi, grey scale model scanner, capable of creating 256 grey scale images (on AGA machines) from a scan head capable of recognising 64 grey scales. If you own a pre-AGA Amiga (A500 or A600 for example) you will still be able to use this scanner, but it will only allow the viewing of 16 greyscales.

The Powerscan Professional does a good job on most black and white images and has a good crack at colour pictures too. At 400dpi, the results are, given sufficient time, very impressive.

I say given enough time because there is such a large variety of drawing tools and basic image manipulation controls in the software that accompanies the scanner. For example, features include picture smoothing (takes off the hard edges and removes the dots that so often plague scanned images), darken and lighten, edge outlines and bas-relief effects. These effects are complemented by a selection of drawing tools which allow you to make pixel corrections and changes to your scans. These tools vary from freehand to fill and shape (box, circle etc) drawing. You can also add text and colour if you wish.

With Power's reputation I expected this scanner to be a good all round product, and in most cases it meets these expectations.

There are, however, a few problems. For instance, the hardware interface box, which plugs into the parallel printer port of the Amiga boards access to the RS232 serial port. If you use the scanner with a serial printer you have to disconnect the scanner interface before using the printer!

Another problem is the sluggish response times to user interaction from the software (at times, the response to keyboard and mouse activity was so slow I found myself wondering if I'd actually pressed the mouse button! This is most obvious when entering dimensions for the scanning size requester).

Niggles aside the Powerscan Professional is a nice hand-held scanner, which, if given time, can produce some very impressive results.

Powers Computing Ltd, 44a/b Stanley Street, Bedford MK41 7RW, Tel: 0234 273000  
Price: £119



# DISTANT SUNS 5.0

## Astronomy Program

Very few humans can comprehend the true enormity of the universe. One who did get close was Douglas Adams, author of the *Hitch Hiker's Guide to the Galaxy*. As Adams put it, "Space is big. Really big... I mean, you may think it's a long way down the road to the pharmacy, but that's just peanuts to space."

Adams' words may seem rather unscientific, but it's these words that introduce Virtual Reality Laboratories' new *Distant Suns* 5.0, a program designed to allow Amiga users to roam the known universe without having to hitch a ride from a passing Vagom spaceship.

*Distant Suns* displays what can best be described as an interactive planetarium on your Amiga. Once you've set the date and the direction in which you'd like to look, *Distant Suns* then displays an accurate representation of the night sky. You can then click on individual stars and planets and read lots of interesting facts about them. It's perfectly possible to recreate famous events in space – the passing of comets and asteroids, the alignment of planets (the so-called 'Jupiter Effect') and so on – simply by adjusting the date.

Most of us probably think of space as a rather dull place where the only interesting thing you're likely to see is the occasional comet. With *Distant Suns*, however, the night skies come alive, revealing more detail than you could shake a lamb at.

With a single click of your mouse button you can view the movement of stars, star 'trails', constellations (including the rather naff 'Canes Venatici' – it's just two stars joined together!) and you can even zoom around the solar system viewing the planets as you go. *Distant Suns'* rendering of the planets is well handled although the planets do look rather 'flat' as they lack any texture. Some form of texture mapping certainly would have made the planets look far more realistic.

Animation is another interesting feature of *Distant Suns*. Instead of simply viewing the skies as a static collection of stars and planets, you can create animated voyages through space by turning on *Distant Suns'* Time Lapse facility and then recording the results into a standard IFF Anim file. You could, for example, view the orbit of Halley's Comet as it passes the inner most planets of the Solar System.

*Distant Suns* may not be the most immediately satisfying program that you could buy for your Amiga but it's certainly one of the most fascinating. Even if you don't enjoy staring at heavenly bodies for hours (don't worry, I'm not going to crack a tired double entendre about heavenly bodies), *Distant Suns* is one of those programs that totally envelopes you in its subject matter. For budding astronomers everywhere, *Distant Suns* 5.0 is a must.

Meridian Software Distribution, East House, East Road Industrial Estate, East Road, London SW19 1AR.

Tel: 081 543 3500. Price: £59.95

88%

# DIR WORKS 2

## Directory Utility



to grips with the Amiga's disk operating system without having to swot up on the Shell beforehand.

Possibly the most popular Directory utility available for the Amiga is INOV/Atomics' *Directory Opus* 4.0 which can be found running on more Amigas than any other program. A new challenger to *Opus'* throne is *Dir Works 2* which has been expertly written by Chris Hames, the author of the infamous 'PC Task' emulator package. Chris' program looks very similar to just about every other Directory utility available for the Amiga with the usual 'Source' and 'Destination' directory listing windows accompanied by a wide variety of buttons that allow you to perform such disk maintenance tasks as copying and deleting files, formatting disks, playing sound samples and modules, and the list continues.

Nothing special so far, indeed, so far *Opus* still leaves *Dir Works 2* standing simply because of its elegant design. What makes *Dir Works* somewhat more interesting, however, is the sheer level of configurability that the program offers – what this basically means is that if you don't like any aspect of the program (including the screen design), *Dir Works 2* allows you to change it. Indeed, you can even create a whole new user interface from scratch. What's more, the final result doesn't even have to be a Directory utility – Hames himself includes a demo user interface that gives full Workbench control over GVP's G-Lock gerlock!

Rating a product like *Dir Works 2* is surprisingly difficult. On the one hand it fails to even come close to the one product that it is aimed at (*Dir Opus*) but on the other hand it offers such a high level of control and flexibility that calling it a Directory utility just isn't doing the program justice. If you want a Directory utility then buy *Dir Opus* 4.0 but if you want a program that will allow you to create Workbench front ends for any ARexx-compatible programs or AmigaOS commands, then *Dir Works 2* is worth checking out. Perhaps the publishers should consider a change in direction for the product?

Meridian Software Distribution Ltd, East House, London SW19 1AR. Tel: 081 543 3500.

78%

# AMIGA ASSEMBLER INSIDER GUIDE

## Book

Following on from its successful A1200 and A600 *Insider Guides*, Bruce Smith Books have launched the *Amiga Assembler Insider Guide*. Written by Paul Overaa, the prolific author of a number of BBS's famous *Mastering Amiga* books, *Amiga Assembler* is a compact and easy to follow guide to programming your Amiga in its native language, 68000 assembler.

The book starts with a leisurely stroll through the basic architecture of the Amiga's processor, its various components and how these relate to assembly language programming. Paul then moves onto the more practical subject of addressing modes, data and address registers and he even finds time to introduce a few basic assembly language instructions. Before you know it, you're ready to go head first into OS library calls and LVO values. Personally I thought, I would have thought that it would have made more sense to have built a solid understanding of the 68000 instruction set before moving on to such an advanced subject!

The flow of the book's content is broken up still further when the book should be taken more than just a couple steps backwards by looking at how to operate the PD assemblers A68k, Blink and HiSoft's DevPac. Surely this should have been at the start of the book near the chapter introducing assemblers?

The book then moves onto more code-intensive subjects including macros, programming under Intuition and a brief overview of the Amiga's graphics functions. Documenting such a complex subject as the Amiga's operating system would obviously need a much larger book but I still can't help thinking that perhaps the author presumes too much prior knowledge from the reader. Indeed, you really need the Amiga ROM Kernel manuals to be able to follow many of the examples scattered throughout the book.

Covering the OS routines is all very well but you can't expect the reader to automatically know the parameter formats of every OS routine! In fairness, however, Paul does try his best to document many of the routines that he discusses. I still feel, however, that it would have been a much better bet to have built a more solid understanding of the language itself before getting too bogged down in OS coding.

The *Amiga Assembler Insider Guide* is a brave attempt to introduce assembler language programming for the layman but unfortunately it fails to hit the mark as the language used may still be too technical for most beginners to understand clearly.

Bruce Smith Books, PO Box 382, St Albans, Herts AL2 3JD. Tel 0923 894355.  
Price: £14.95

60%



Paul Overaa  
INSIDER SERIES

Amiga  
Assembler



Amiga  
Assembler  
INSIDER SERIES

99

**PageStream** is one of the top DTP applications on the Amiga. Now Softlogik have announced version 3, claiming that it beats the legendary QuarkXpress on the Mac, and leaves Professional Page for dead! Andy Leaning takes a privileged first look to see some of the new features it will offer.

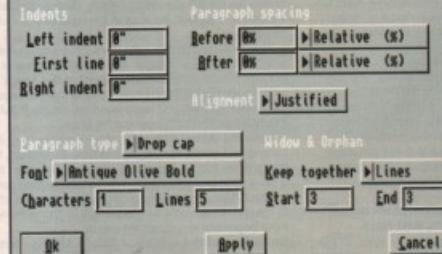
# PageStream 3 EXCLUSIVE PREVIEW

**P**ageStream has always been one of the muscle men of Amiga DTP heavyweights. Yet, no matter how many steroids Softlogik pumped into it PageStream never developed enough muscles to become the Arnold Schwarzenegger of Amiga DTP software. Now, however, with the imminent release of version 3, PageStream may be ready to kick sand all over the competition.

PageStream has changed considerably from its original design. When first released on the Amiga, it was more or less a straight conversion from the Atari ST implementation. Over the years, however, Softlogik have adapted it to look and behave more like a proper Amiga application.

Below: paragraph formatting has undergone some subtle but significant improvements.

#### Paragraph Format



#### ALL-IN-ONE AND ONE-IN-ALL

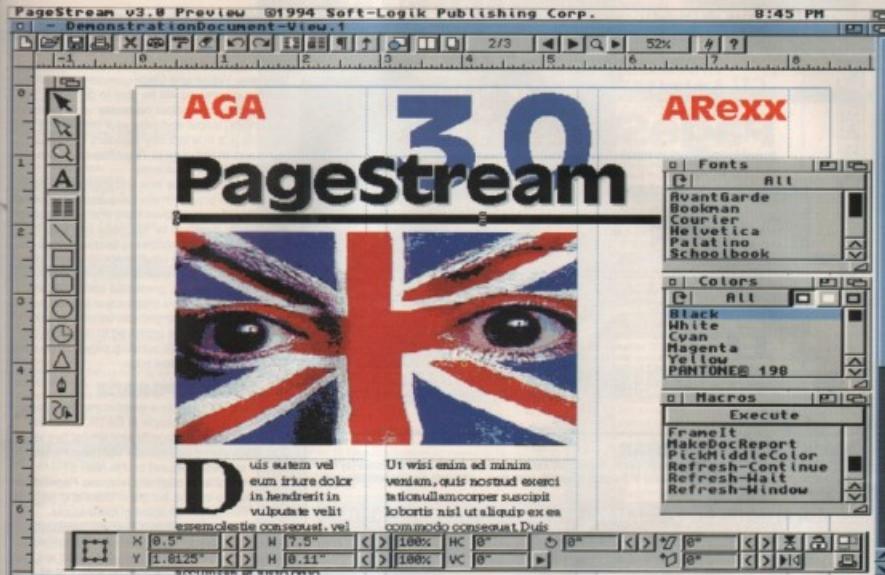
At £299, PageStream 3 may at first seem expensive, but before putting your credit card back in your wallet and going home consider what you will get for your money. PageStream 3, the package, is far more than just a DTP program.

In addition to the page layout program, you also get a bitmap graphics editor, BMS, for creating and editing pictures, a text editor called PageLiner and a whopping collection of over 50 fonts. Although £299 may seem high, you will get everything you need to create documents with and as such it has to be good value. And, of course, existing users will have an upgrade path, which will allow you to upgrade for less depending upon which version of PageStream you have.

#### NEW LOOK

On loading PageStream 3, it's obvious that the new version is more than just an update to keep up with developments in Workbench refinements, indeed Softlogik claim the program was completely

rewritten for the new version. Although the familiar menu, window and drawing tool palette remain, the new incarnation has a completely new command tool bar, a feature that's becoming increasingly common on Amiga applications. Many of the most popular commands are available as buttons, providing access to options such as Undo, Redo, Cut, Copy, Paste, Change Page, Magnify, Open, Save and Print. The



PageStream before and after. PageStream 3 versus

PageStream 2. Notice the new tool bars and edit pallets.

drawing tool pallet (called the toolbox) can also now be customised, changed to lie either vertically or horizontally and can be displayed in two different sizes (like Wordworth 3).

The Edit pallet provides information on objects, text etc such as the position, width, height, and rotation angles of objects. You can edit all the settings via the pallet (rather than working your way through menus), which can be automatically increased and decreased via 'nudge' arrows. Anyone who has used QuarkXPress will recognise the power and speed that this window will bring to PageStream and it is, in my humble

opinion, perhaps the single greatest improvement to PageStream, as it allows experienced users to edit and change their documents far faster than previously possible.

A4000 or A1200 owners will now be able to see pictures in full colour. Although a major upgrade to PageStream, this facility has been available on ProPage for some time, and isn't really that significant, although it's still a welcome improvement.

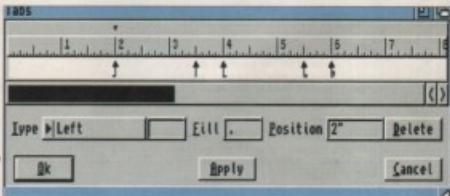
## LET'S COMMUNICATE

PageStream has always had the potential to be better at communicating with other programs than almost any other Amiga application. Softlogik were one of the first Amiga developers to use modules for importing and exporting files to other programs whilst the Hotlinks item allowed PageStream to automatically update files in a document as they were changed in other applications.

With release 3, however, Softlogik have gone even further. Amiga users will swoon when they find that at long last an Arexx port has been provided, better yet, it's a full command st!

It's been a long time coming, but worth the wait! This import module has also been enhanced, with the ability to read text (with the style and attributes intact) from Final Copy, Final Writer, Word Worth, and ProWrite to name just a few. Perhaps the most dramatic new facility however is the ability to import PageFile files, the manual also documents the different concepts between the two programs and also provides on-line help for ProPage users!

Assuming all these features make it into the final version, PageStream could well become the AdPro of the text and DTP market - the ultimate in file converters.



Tab stops can now be set very easily precisely where you want them, you can also choose to fill the tab spaces with a character of your choice.

a document and where they are! Even better for frequently-used files, the program keeps individual revision numbers so you can be sure that the file you are editing is the most recent.

The applications tools for long documents has also been dramatically overhauled. Now, not only are there tools for formating the contents of documents over one page (chapter/subchapters, chapter numbering, automatic indexing and table of contents) but also a massive number of structural layout editing facilities which can be used to manipulate the location of pages, double page spreads and master pages.

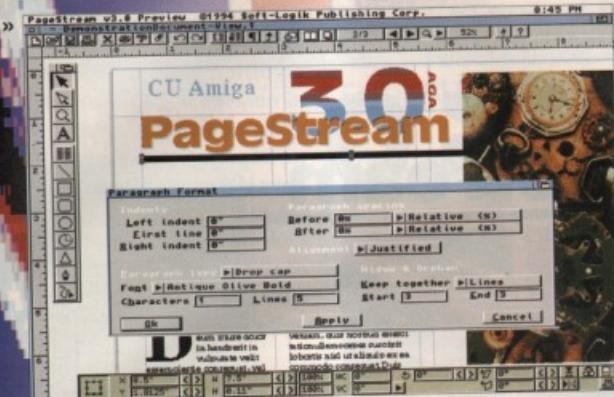
To long-time PageStream users many of these will seem like a wishlist come true. You can, for instance, now change the objects on a master page for each individual page without affecting others, and join two single pages into a double page spread.

Softlogik have, at long last, followed the rest of the DTP industry and adopted Pantone colours. The Pantone system is a means of

## PRODUCTION

If you use a DTP program for serious work you'll probably miss some of the advanced document handling facilities found in QuarkXPress on the Mac and PC. For example, the problem of not knowing what files, fonts and graphics are used in a document. A classic instance would be going back to edit an advert or flier sometime after it was originally created, only to find that when printed the pictures are missing, or you haven't got the correct fonts installed. Previously, the only way around this predicament in PageStream was to wade through the document looking at every font and picture, to reinstall them. This got more difficult as the number of fonts and images increased.

Quark users have long had the benefit of simply being able to call up a list of the fonts and pictures used in a document, but there's never been a similar facility in any Amiga DTP package. Until now, that is. PageStream has requesters telling you exactly what fonts, pictures, and articles are used in



## WHAT'S ON THE TOOLBAR

PageStream's new Toolbar is in action. This new addition to PageStream's armory makes the Softlogik program a joy to use and increases the speed of operations as many of the most-frequently used Menu commands are now instantly available at the press of a button.



**Now! Create a new document.**  
**Open:** Open an existing document.  
**Save:** Save the current document.  
**Print:** Print the current document.  
**Cut:** Cut the selected text or objects.  
**Copy:** Copy the selected text or objects.  
**Paste:** Paste the clipboard contents.  
**Erase:** Delete the selected text or objects.  
**Undo:** Undo the last action.  
**Redo:** Redo the last undone action.  
**Link:** Link existing text frames.  
**Unlink:** Break the link between linked text frames.  
**Paragraph:** Set the paragraph formatting.  
**Tab:** Set the tab stops.  
**Line/Fill:** Set the line, fill and color of text or objects.  
**Facing Pages:** View and edit two pages side-by-side.  
**Edit Page:** Edit the page setup and choose the master page.  
**Go to Page:** Choose a page to view and edit.  
**Previous Page:** View and edit the previous page.  
**Next Page:** View and edit the next page.  
**Custom Scale:** Set the view magnification.  
**Execute:** Execute and edit PageStream macros.  
**Access:** Access the online help system.

**Object:** Select, move, scale and manipulate objects.  
**Reshape:** Manipulate paths. Crop EPS, pictures and drawings.  
**Magnify:** Increase and decrease the view magnification.  
**Text:** Enter, select and manipulate text.  
**Column:** Draw text column objects.  
**Line:** Draw diagonal, horizontal and vertical lines.  
**Box:** Draw rectangles and squares.  
**Bounded Box:** Draw rounded rectangles and squares.  
**Ellipse:** Draw ellipses and circles.  
**Arc:** Draw arcs and pie slices.  
**Polygon:** Draw regular polygons (triangles, hexagons...).  
**Pen:** Draw connected paths of lines and curves.  
**Freehand:** Draw connected paths by sketching.

Left: PageStream 3 in all its glory. Note the drop cap reference in the paragraph format requester.

→ specifying a colour via reference numbers that denote how the colour is made up from Cyan, Magenta, Yellow and Black components. Using these numbers you will be able to generate exactly the same colour no matter what system you create, output and print your documents on. Pantone is a true industry standard for colour repro and its inclusion in PageStream is well overdue, but very welcome.

Along with the new look and improved production aids, the programmers have also incorporated a number of new graphics tools and page creation aids. Sadly, there are far too many new drawing and object handling abilities in the program to do them all justice in the small space available here, however, as a taster: objects can now be placed across page spreads, graduated colour fills are now available, variable shaped text frames (rather than just square/rectangle) can be created and edited, objects can be anchored to text, drop cap creation and automatic scaling pages as you drag objects near the window edge.

## LOGIKAL UPGRADE

I've known Softlogik for a great many years, being one of the very first people in the UK to see the original versions of PageStream almost five years ago. Back then it was called Publishing Partner Master and was released on the Atari ST.

When Softlogik originally released PageStream it was nice to look at, but get in close and you'd end up getting frustrated with some of the features.

PageStream has now grown up. Providing Softlogik releases PageStream 3 in a bug-free state they've got a winner, and one which will take GoldDisk a long time to catch up with, if at all.

Contact: Meridian Software Distribution Ltd, Tel: 081 543 3500

## NEW FEATURES IN BRIEF

- Typographic/Text Handling
- Automatic drop caps
- Automatic bulleted paragraphs
- List fonts in a document
- Variable shaped text frames
- Hanging Punctuation
- Baseline grid

### Word Processing

- List articles in a document
- Dot leaders (for tabs)
- Smart quotes & Dashes
- Show/hide invisible characters

### Graphics

- Context Control
- Irregular picture cropping
- Display pictures in colour (AA support)
- List all pictures in a document
- Split drawing into paths/shapes
- Extend objects across page spreads
- Colour gradient fills
- Fill line strokes with a fill style
- Merge and split drawing paths

### Interface

- Toolbar for common menu commands
- Edit pallet for object coordinates etc
- Drag page to scroll
- Auto scroll
- ARexx Support

### Layout Aids

- User defined grid colour and grid strength
- Adjustable ruler offset and zero point
- Mix measurement in system fields

### Long document handling

- Chapter numbering
- Automatic indexing
- Anchor objects to text
- Continued from/to numbers
- Chapters and subchapters

### Colour & Printing

- Pantone colours
- Trapping
- Plate control
- Suppress printout of selected items
- Print empty pages

### File Management

- Revision numbers
- Job numbers
- Auto-save

## AMIGA/PC UTILITIES

PC TASK ..... £39.95  
Allows an Amiga to emulate a VGA EGA PC, read & write MS Dos files

## BOOKS

Amiga Beginner's Pack.	£38.95
Amiga 101 - Insider Guide, 1A1205 Insider Guide, Next Steps, and Type Amiga	£38.95
A1200 Insider Guide	£13.95
A1200 Insider Guide: Next Steps	£13.95
AmigaMaster Guide	£14.95
Amiga Disk Drives - Insider Guide	£13.95
A-Z of Workbench	£14.95
Mastering Amiga Amiga	£14.95
Mastering Amiga Aresx	£14.95
Mastering Amiga Beginners	£14.95
Mastering Amiga PhotoShop	£14.95
Mastering Amiga System	£29.95
Mastering Amiga Workbench 2	£14.95
Mastering AmigaDraw 3 Reference	£20.95
Mastering AmigaDraw 3 Tutorial	£20.95
Mastering AmigaDraw 3 Volume 1	£20.95
Mastering AmigaDraw 3 Volume 2	£14.95

## DISK UTILITIES

Disk Expander Compresses your hard drive	£29.95
E-Copy Professional - hardware software latest version	£24.95
Directory Opus	£49.95
DirWiz 2 (NEW)	£49.95
DirWiz 3 (NEW)	£49.95
Quarterback Tools Deluxe Advanced disk editor	£59.95
Quarterback v5 Back-up and archive system	£59.95
Video Back-up System Phone	£54.95
Video Back-up System Scart	£54.95
Watchdog 2 (NEW) VHS video tape	£29.95
Ring Deterrent and Quarterback Tools Deluxe for only £99.95	

## DATABASE

Base Personal 4	£99.95
Designer Personal and fully relational database	
Base Pro 4 v1.3	£199.95
Fully relational database with Database Management Language	

## DATABASE APPLICATIONS

dB Route Plus! Plan your routes anywhere in the UK	£31.95
Music Library	£35.95
Plants For All Seasons	£15.95
Lasergraphics LFR Driver	£18.95

## DRIVERS

Print series device drivers with Toolkit to AGDO's Art Dept. Professional	
GTScan 1000 Scanner Software	£99.95
Sharp JX100 Driver	£99.95
Sharp JX300 Driver	£55.00
Abejas Driver	£119.95
Lasergraphics LFR Driver	£18.95

## EDUCATIONAL NEW LOWER PRICES

ADI English GCSE (NEW)	£24.99
ADI French GCSE (NEW)	£24.99
ADI Maths GCSE (NEW)	£24.99

## EDUCATIONAL

ADI English age 11-12	£16.50
ADI English age 12-13	£16.50
ADI English age 13-14	£16.50
ADI French age 11-12	£16.50
ADI Jnr Counting age 4-5	£14.99
ADI Jnr Counting age 6/7	£14.99
ADI Jnr Reading age 4/5	£14.99
ADI Jnr Reading age 5/6	£14.99
ADI Maths age 8-9	£16.50
ADI Maths age 9-10	£16.50
ADI Maths age 10-11	£16.50
ADI Maths age 12-13	£16.50
Fun School Special: Merlin Maths	£16.99
Fun School Special: Paint>Create	£16.99
Fun School Special: Spelling Fair	£16.99
Fun Pix 2 (NEW)	£16.99
Answerback Fact 500 Math	£15.32
Answerback Fact 500 Spelling	£15.32
Answerback Junior	£15.32
Answerback Senior (age 12+)	£15.32
French Master	£15.32
Italian Tutor	£15.32
Maths Adventure	£20.99
Maths Tutor	£15.32
Wings Maths (A Level)	£15.32
Wings English (GCE)	£18.50
Wings French (to GCE)	£18.50
Wings German (to GCE)	£18.50
Wings Maths (to GCE)	£18.50
Wings Spanish (to GCE)	£18.50
Wings Science (to GCE)	£21.99
Primary Maths (age 3-12)	£19.50
Reading / Writing (3+)	£19.50
Reading / Writing (age 3-7)	£19.50
Big Adventure (age 3-7)	£24.99
Chantant Suns v5.0 Acronym (NEW)	£99.95

# EMERALD CREATIVE TECHNOLOGY

RAPID HOUSE, 54 WANDLE BANK  
LONDON SW19 1DW

TEL: 081 715-8866  
FAX: 081 715-8877

## FINANCE MANAGEMENT

Araria Accounts Full accounts package for the Amiga	£28.95
Cashbooks Combo	£59.95
Day by Day Diary and personal organiser	£24.99
Horse Accounts 3 (Money Matters)	£39.99
Personal Finance Manager Plus:	£29.99
Keep track of your cash	
System 3 Modules for cashflow, sales ledger, stock control ...	£24.99
System 3E	£49.99

## IMAGE PROCESSING

Clarisys (NEW) Super smooth animation generator	£69.95
Art Expressions	£145.00
Real 3D Classic Cool effective 3D rendering, ray tracing	£99.95
Real 3D V2 (new version)	£39.95
Ultima Painter 3D professional quality 3D rendering	
Color 3D PAL	£34.95
Caligari Broadcast v3.1	£349.95
Alternative Textures 3D vol 1	£35.99
Add different textures and "heat" to Real 3D and Imagine	
Alternative Textures 3D vol 2	£28.99
Pegger (NEW) JPEG header and server	£79.95

Art Department Professional v2.5 (new version)	£140.00
Multiformats for AdPro (NEW)	£79.99
MultiFormat Pro Conversion Kit (NEW)	£59.99
Log and save your images for the Art Department Professional	
Doug's Pro (NEW)	£50.00
Batch processing tool and ED for Pro and Morph Plus	
Morph Plus Text, distort, morph and warp images	£139.00
PrintShop (NEW)	£79.95
Create 3D images from scratch, or from 2D pictures	
Video Director Video Editing	£115.99
Professional Draw v3.0	£87.99
3D CAD 3000	£39.95
CGAO 3000	£39.95
ASK ABOUT UPGRADING YOUR ART DEPARTMENT	

## INTEGRATED PACKAGES

Mini Office	£37.95
WP, spreadsheet and database all in one	

## MUSIC SOFTWARE

Bars&Pipes Professional v2.5 (NEW VERSION)	£199.95
The most powerful sequencer you could ever wish for.	
Bars&Pipes Pro Upgrade v2.5	£99.95
Creativity Kit	£29.99
Internal Sounds	£29.99
Super/AMM V1.1 to 2 Easy way to make music!	£74.99
Synchro/Synchroseq mod with multimedia	£151.99
Triple Play Plus	£159.95
With this 3-out MDI interface, hear up to 48 channel MIDI compositions	
MusicBox (NEW)	£19.95
PatchMaster	£79.95
Patch library for MDI, drivers for many sound modules and handles them all	
Super/AMM V1.1 to 2 Easy way to make music!	£74.99
Studio Master 3 bit sound sampler	£29.95
Megablast MasterSound sampling and digital effects	£29.95
Megaloudspeaker	£29.95
Drum Machine Construction Kit v2	£99.95
Miracle Piano	£29.95
Learn to read and play music then write patterns to your sequencer with this full size MDI keyboard and software	
Technosound Turbo 1	£24.95
Technosound Turbo 2 (Simple direct to hard disk)	£29.95

## PAINT, DRAWING & FX

Ageage v2 (NEW) Effects generation tool	£89.95
Art Expressions A fantastic 32 bit paint package	£139.95
Deluxe Paint 4.0 ADA	£59.95
Deluxe Paint 4.0 Non AGA	£49.95
Personal Paint v4.0	£40.00
Professional Draw v2.0	£39.95
TV Paint 2 (NEW)	£245.00

## SOFTWARE DEVELOPMENT

Cygnum Ed Professional v5.5	£89.95
Amox Professional	£34.95
Amox Professional Compiler	£34.95
Power Basic	£49.95
DevFac 3	£51.95
SAS C Ver 8.5s (NEW)	£249.00
Pascal	£79.95
ConEd V2.5	£99.95
Blitz Basic v2	£49.95

## VIDEO HARDWARE

Editmate	£179.95
Power Grey Scale Scanner v3.0	£134.95
Colour Power Scanner	£249.95
Video Master AGA + Colourmaster	£145.95
Epson T57500 Colour Scanner	£79.99
Video Back-up System	£199.95
Video Back-up System Phono	£54.95
Video Back-up System Scart	£54.95
Record up to 10 hours and hard drives onto VHS video tapes	
Vidil Amiga (NEW)	£74.95
Grab full colour images from a video source under one second	
Vidi 12 Real Time	£49.95
Vidi 24 Real Time	£49.95
Vidi 32 Real Time	£223.00

## VIDEO TITLING

Big Alternative Scroller	£39.95
Big Alternative Scroller 2	£56.99
Background Titles 2 Screen Hi Res.	£77.99
FontMaster + Font Pack v1 to v2 for BT3	£29.95
Heim (NEW)	£7.95
Montage 24 bit MAC Titling	£279.99
Scale Echo EE100D for use with Scale MM200	£140.00
Scale MM200	£149.95
Media Point v3 (NEW)	£269.00

## VIRTUAL REALITY

Distant Suns v5.0 Acronym (NEW)	£39.95
Scenery Animator v4	£49.95
Vista Pro v3.0 Create textured 3D landscapes	£48.95
Vista Lite (only 2mb needed) (NEW)	£39.00
Mapmaker for Vista Animates a path thru your landscape	£24.95
Terrain for Vista	£24.95
Vista Scenemaker 3.0	£39.95

## WORD PROCESSING and DESKTOP PUBLISHING

PenPal UK	£39.00
Personal Writs	£19.95
Wordworth 3.0 AGA	£39.99
Professional Page v4.1	£109.99
PageWriter v3	£39.99
Pagestream v3.0	£249.95
TypeSmith 2 Font designer	£118.95
FontMaster UK	£109.99
Font Expert 3	£109.99
TurboPrint Professional	£34.95
Personal Font Maker	£40.00
Protect V6 (NEW)	£39.95

## HOW TO ORDER and PAY

Cheque made payable to "Emerald Creative". Allow at least 7 working days for cheques to clear.  
 Credit Card, Visa, Mastercard, Delta. We will bill your card when we process your order and ship the product, after payment.

Postage/All prices includes VAT, but not carriage. We reserve the right to change prices. You will be informed of any price change before your order is accepted.  
 Post and Packaging charges within the UK are £2.50. Registered post is an extra £0.55. Next day courier is £4.95 inc VAT within the UK Mainland. Please ask for Overseas pricing.  
 Problems: Faulty product will be GLADLY replaced or repaired within 30 days of purchase. Phone us and we will tell you what to do. Will refund if we can't repair your faulty product. Keep your invoice. E&OE



**ImageFX** is one of the most powerful image manipulation programs on the Amiga, and is a contender for the crown of graphics applications. Andy Leaning has an audience with a possible future monarch and tries out the new version.

The ImageFX composition tool allows two images to be superimposed to produce impressive results.



# IMAGE FX

**I**mageFX is one of the premier graphics and image processing programs on the Amiga. In fact, there is very little it won't do. Now GVP, its publishers, have released a new version which upgrades many of its features.

When originally released, ImageFX took the Amiga market by surprise. GVP are a company better known for hardware, in fact, with the exception of the software supplied with their hardware products, they had never previously released a software title!

Then suddenly GVP introduced not just one but two applications, ImageFX and CineMorph. Sadly CineMorph, GVP's attempt at video special effects, although popular, was never destined to be one of the big sellers of Amiga software. ImageFX, however, was quite the opposite and quickly became the mainstay for graphically-orientated users.

Now their do-all program has been upgraded, and from the look of the packaging alone ImageFX

1.5 has all the hall-marks of a major league application. It's all there; huge box, thick manual, and loads of disks (four of them in all). Starting could've been easier. All you do is pop in the first disk with the install program. This is a standard Commodore installer which takes you through the various options and away you go.

## CHOC A BLOCK

Once it is set up and running, the size and scale of ImageFX is amazing. Not only does it have most of DPaint's drawing and painting tools, this program also has a huge selection of image composition, manipulation and processing functions, the like of which only ImageMaster could only hope to compete with.

Budding artists will welcome the support for numerous types of hardware such as graphics cards, scanners, and frame grabbers. This wide selection of hardware input devices ensures that

## DO YOU GET MORPH FOR YOUR MONEY?

Cinemorph is GVP's other attempt at stand alone software. It is a software application that lets you create animations where one image is magically converted to another. Similar techniques have been used in films such as Terminator 2 and for lots of car adverts.

Well am I twiddling on about Cinemorph in a review of ImageFX? Simple, Cinemorph is included in the price, and not only has ImageFX been upgraded, but so has the special effects program.

The new version of Cinemorph doesn't include any major league new features, but has been tweaked internally to take advantage of the AGA chipset and Workbench 3.0, and also make response times faster - particularly mid-operation cancels.

Whether these improvements will see their way into the standalone is anyone's guess. Cinemorph was undecided at the time of this article going to press.







## Yabba Dabba Doo! Tony Horgan tries his hand as a cartoon film maker with Empire's new animation package.

**U**ntil now there were two main choices for Amiga cartoon animators: Movie Setter and Deluxe Paint – both very different, but both very capable. Hanna Barbera's Animation Studio now offers a third alternative, taking a more traditional approach to cell animation. Rather than go for an all-out bells and whistles extravaganza, the designers have decided to make Animation Studio as easy to use as possible. Maybe inevitably, this means that you won't find a stack of ground-breaking features. Instead, the emphasis is on simplicity, with a customised icon system replacing the normal Amiga menus.

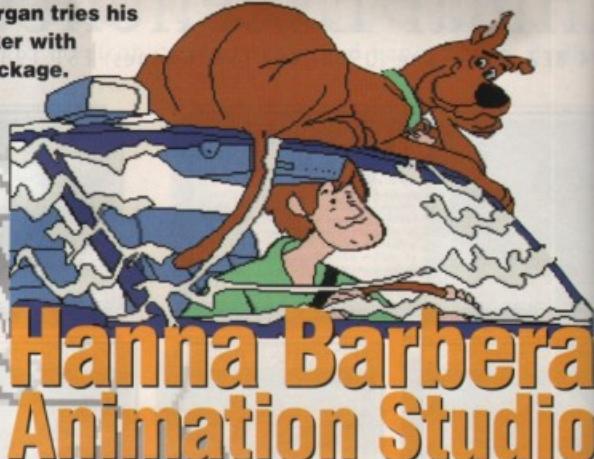
### SOFT CELL

Unlike Deluxe Paint, Animation Studio splits up its frames into two parts: still backgrounds, and animated foregrounds. Each animation can have just one backdrop, over which all the action happens. The foreground frames are created on a separate screen, and then overlaid on the backdrop. Once you've created your first frame or cell, you can move onto the next. Thanks to the "onion skin" feature, which means that the previous few frames show through as progressively lighter images behind the current frame. As the program doesn't have any tweening features, this is essential when you're moving a character or object across the screen, in order to get a smooth transition.

The drawing functions for creating your backgrounds and foregrounds are very simple. All you get are the basic tools: line, circle, box, freehand, fill, undo and clear. There are also a few different brush sizes to choose from. Amazingly, there's no way of loading in foreground cells or backdrops that you might have created in another program. There is no support for IFF images at all – it won't load them or save them. Even your final animations cannot be saved as standard Ami files. An animation package that can't use IFF? Strange but true I'm afraid. The result of this is that everything has to be created from within the program, unless you have a VIDI digitiser.

### VIDI SUPPORT

The digitising section is by far the best feature of the Animation Studio. Connect your Amiga up to a Rombo VIDI digitiser and a video source, and you can grab black and white images for use in your animations. Anyone trained in traditional cell animation could use this to transfer hand-drawn frames from paper or film to the screen. You could also make your own stop-frame animations, or Captain Pugwash-style cartoons using cardboard cutouts. There's more potential here than meets



The whole program is controlled from picture icons like these, which should make it more accessible to younger kids.

the eye, and with a bit of imagination, you could easily build some very original animations in a matter of a few minutes. A ring-bound book of black and white outline images comes with the software, including animation frames to be digitised, as well as a dismembered Fred Flintstone for you to cut out and animate.

### KIDS' STUFF

Animation Studio is designed for kids, which explains the simplicity. It's easy to use, the VIDI support is excellent, the little animations that come with the package are great, and there's even a tutorial video included in the package, but it still has some major flaws and omissions.

It would have been nice to see some simple sound effects features. For example, IFF sound samples could have been tagged to certain frames. This would be an incredibly easy feature to implement, and would add a great deal to the final cartoon – after all, what is a cartoon without sound effects? Then there's the incompatibility with IFF images and animations, which is inexcusable. Moving backdrops and multiple scenes aren't on the menu, and there's no way of replaying your animations outside of the main program.



You might not be able to match the excellent demo animations, but you'll have fun trying.

*Animation Studio* would make a good starting block for young animators who don't want to do anything more than construct a short cartoon sequence over a still backdrop. It's certainly not a rival for *DPaint*.

If you want powerful paint an animation, you know where to go. If you want to give your little ones a chance to make their own cartoons, then this is definitely a better bet.

### EMPIRE £49.99

A500  A500+  A600  A1200   
A1500  A2000  A3000  A4000

**EMPIRE, THE SPIRES, 677 HIGH ROAD, NORTH FINCHLEY, LONDON, N12 0DA.  
TEL: 081 343 7337**

#### EASE OF USE

\*90%

The key to the program's appeal is its simplicity.

Everything is controlled from a few picture icons, and there aren't any tricky features to cope with.

#### VALUE FOR MONEY

\*78%

It's relatively cheap, but then it's not exactly packed with features.

#### EFFECTIVENESS

\*75%

Effective at putting together very simple cartoon animations, but not capable of much beyond that.

#### FLEXIBILITY

\*65%

Not very flexible at all. No IFF support, very basic drawing tools, few animation features, no tweening, no sound, static backdrops...

#### INNOVATION

\*70%

The VIDI digitiser section is first (EA, can we have this in *DPaint 3.7*?). Other than that, it's more of a step back than forwards.

**A very good starting point for kids, but otherwise limited.**

### OVERALL

**69%**



# AMIGA REPAIRS

Repairs undertaken to Amiga 500 computers at £44.95 inclusive  
of parts, labour, VAT and return postage/packing

Commodore registered for full technical support

Computers repaired in the quickest possible time

All machines will be overhauled with a full soak-test to ensure optimum reliability

Entrust your machine to the experts, full 90 day warranty

Repairs to disk drive and keyboard also included  
(extra charge possible if found to need complete replacement)

Repairs to other Commodore systems undertaken - phone for details

Upgrades and expansions supplied and fitted - phone for details

**£44.95**

To take advantage of this exceptional offer, simply send or hand deliver your computer to our workshop complex,  
address details below, enclosing this advertisement voucher, payment, fault description, return address,  
along with your daytime and evening telephone number and we will do the rest.

Should you require Group 4 Security return delivery, simply add £5.00 to the repair charge.



WTS Electronics Ltd Chaul End Lane, Luton, Bedfordshire LU4 8EZ. Tel 0582 491949 (6 lines)

(We reserve the right to reject machines which, in our opinion, are beyond repair. Normal charge applies)

BEEFBOSS  
CARPENTER  
CHILLI  
CHINESE  
CSDJERSEY  
MIMOBONDS  
HEADHUNT  
INDIANA  
KEYBOARD  
THE DEDUSA  
MiamiNite  
OLDWORD  
OREGON WET  
ORIENTAL  
BLOCK!  
CALLIGRAPHY  
CRACKLING

**SELECTAFONT**

EUROPE'S  
LARGEST  
COLLECTION OF  
FONTS

Over 4000 Fonts  
now in Stock!

PIC n MIX

From 160 Disk to  
ADDORE or COMPUGRAPHIC  
Format, each Disk contains 12  
Fonts and costs between  
53 Pence and £3.00

EUROPE'S  
MOSI  
INEXPENSIVE  
FONTS

Each Font Costs  
Between 7p-25p

IT'S BACK!

We introduced the PIC n MIX concept to the AMIGA, and now by demand:  
THE RETURN OF THE INDIVIDUAL FONT SELECTION SERVICE!  
YOU CHOOSE THE FONTS... WE make up your DISKS!

Prices for individual Font Selection start from:  
**YOU CHOOSE... 30p each**      **WE SELECT! 10p each**

FONTBUSTER  
500 FONTS £34.99

Choose from 4  
Different Volumes

TECHNICAL  
Fontline  
all  
Customers

CLIPBUSTER  
23 CLIPART DISKS £24.99

ALL Disks have  
Image Catalogues!

INK-JET/BUBBLEJET SERVICES

Having used Ink-Jet and Bubblejet, we feel we are in a unique position to offer a  
first class service to all of our customers. We only supply PREMIER ink refills for  
all printers which we guarantee will give a BETTER quality than from your  
original Cartridges. We also supply a comprehensive range of Ink-Jet/Bubblejet  
Consumables including: COLOR KIT/DRUGS, CARTRIDGE CLEANING KITS

Single Refill £6.99  
Twin Refill £12.99  
4 Pack Refill £26.99

available in Black/Cyan  
Magenta/Yellow  
Green/Red/Blue

IFF CLIPART

We only supply IFF-clipart  
that we have created  
ourselves. All disks come  
with full documentation.

NEWSFLASH!

2000 New Fonts  
available from  
April 1991

No Jaggies No Resampling

PEACE POWERLiner  
StarStruck  
SALTER

ACCESS/PIPER JAFFRAY  
CREDIT CARD/HOLDING:  
0705 202525

SELECTAFONT (SILVER CUP)  
64 THORPE ROAD, HAMPTON  
IN HOCKLEY, ESSEX SS9 4JT

POSTCRYPT  
BEEFBOSS  
RANSOME  
SHANGHAI  
SHRAPNEL  
STAR  
STEEL  
STENCIL  
STRETCH  
TOYBLOK  
WENDIE  
WOBBLER  
ZARROW  
SWINGER  
Tintoretto  
OpenHouse  
PEACE  
POWERLiner  
StarStruck  
SALTER

**This month we've joined forces with Commodore to bring you the biggest competition yet! (probably!)**

If you're a regular CU AMIGA reader you'll know how impressive the CD32 games console is. With its state-of-the-art 32-bit internals, near photographic quality graphics, stereo sound and Amiga compatibility the CD32 can play some really impressive games.

For gamers players the CD32 is simply unrivalled. Whilst other console manufacturers announce new super consoles, the CD32 is already out and about, and it's a true 32-bit system to compete with the new models from Sega, whenever they arrive.

But it's also got a lot more. If you've read the review of the CD32 FMV module in our February issue and the review of the first FMV films in the May issue you'll know how stunning Commodore's CD32 upgrade is. If not, take our word for it, with a CD32 and FMV module home entertainment will never be the same again!

Wire up the CD32 and you can watch top films like *Patriot Games*, *Star Trek* and *Black Rain* with better than video quality pictures, CD sound, and perfect digital freeze frame – amazing!

You're probably already thinking about buying one of these amazing beasts. Let's face it, with a new price of just £249 for the CD32 and and £199 for the FMV card there's never been a better time.

But how would you like to win both of them right here? Thanks to Commodore we've got three of these stunning combinations to give away, all you need to do to stand a chance of winning one is answer these three simple questions:

1. How many games are now available for the CD32?
2. What does FMV stand for?
3. How much is the CD32?

Now put your answers on the back of a postcard and send it to: FMV FOR ME! CU AMIGA, Priority Court, 30-32 Farringdon Lane, London, EC1R 3AU.

## RULES AND CONDITIONS

1. This competition is not open to employees of EMAP or Commodore.
2. The closing date is 31st June, 1994.
3. The editor's decision is final, and don't bother trying to bribe him (unless you've got lots of money!)
4. No correspondence will be entered into.
5. Multiple entries are not allowed.

# WIN WIN WIN



With one of these CD32 buttons and its FMV card you can knock your socks off at films such as *Naked Gun 2½*.



I tell he's 'hunting' around for a CD32.

### CD32 - THE ADVANTAGE!

\* True 32-bit technology  
CD32 is the only 32-bit games console available! The CD32 is as powerful as the games consoles Sega is planning to release later this year, but it's here now!

\* Near 24-bit graphics  
CD32 games can feature amazing near photographic graphics!

\* CD Quality Sound  
CD32 games have sound and music just as good as CD music, in fact, it's the same!

\* Masses of games  
There are already over 80 games available for CD32!

**FULL MOTION VIDEO!**  
In addition to the amazing games you can play with your new CD32 you'll also be able to watch normal films and pop videos on compact discs well. There are already five top feature films and many pop videos planned for release soon.

AMIGA CD32

**Class War has raged long and hard in Amiga Comms, but at last peace has broken out thanks to the very latest version of GPFax.**

# GPFax

All modems you can buy these days come with fax capability. However, nine hundred and ninety times out of a thousand the software in the box will be something like WinFAX Lite - a very good piece of software, but unfortunately it is only compatible with the PC.

Also, the majority of the Amiga software that you can use has what's called Class 2 Fax Capability. This is fine if you have a modem such as those made by Supra, but most of the low-cost modems from USRobotics only support Class 1. The difference between these Class 1 and 2 isn't great, but it is enough to prevent the favoured Amiga program, GPFax, from working. After spending £250 on a small-but-perfectly-formed Sportster, it was incredibly frustrating not to be able to use the fax facilities with my Amiga.

Thankfully, help is at hand. At last, due to popular demand, GPFax has been updated to include both Class 1 and Class 2 modem support. Now, both USRobotics and Supra fans (and any other make of fax modem) can make the most of their tiny little sleeping boxes.

## THE FAX OF LIFE

Using GPFax is brilliantly simple. Before you can send a fax you must first convert text files or pictures to a suitable fax format, a process which takes GPFax only a few seconds. You can then take a name from your on-screen phone book, or type one in directly. Adding a cover page is simplicity itself. You hit 'transmit' and the modem dials a number and sends the fax. End of story. You can also choose to have the GPFax program appear as an icon on the Workbench when loaded, which is handy if you want to include it in your Workbench Startup drawer.

Although converting a text file is dead easy, believe it or not there is an even easier way to create suitable faxes. GPFax can be set up to intercept any files which have been sent to a printer, which means that any program which has a 'Print'



The main control screen can be displayed on the Workbench as one or more windows contained into a single icon. Even when iconified, it is always ready to spring into action and answer the phone, or redirect printer output.

option can be used to create suitable faxes.

When combined with a good page publisher such as Final Writer or WordWorth, the results are extremely professional looking. In fact, to get similar results with a standard fax machine you would need to DTP your letter, send it to a laser printer and feed it in by hand. If you use a fax for business, having a fax modem and GPFax will actually save you a lot of bother.

Receiving a fax isn't a problem either. You can trigger the fax reception by hand (useful if you have a main telephone switchboard to get through) or invite the modem to automatically pick up the call. Received faxes will be converted to standard TIFF images which means you can display them on-screen before deciding if they merit being sent to a printer. It goes without saying that this is the cheapest way to get a plain paper fax machine - no fading or curling pages (unless your printer is broken). You don't even need a printer as most faxes are perfectly suitable for keeping in TIFF format on disk, which can be a lot safer in a security conscious environment.

The excellent ARexx support offered by GPFax means that system operators who run bulletin boards will be able to add fax support to their systems. Details are given in the manual to integrate GPFax with Trapdoor - the popular electronic mailer program. When set up properly, it's possible for the BBS to accept faxes on behalf of the board's users, and forward them automatically as image files. This sort of system requires a Class 2 fax modem in order to work, as only Class 2 systems will correctly differentiate between a fax call and a normal modem data call.

## JUST THE FAX M'AM

There are only a few little buggy bugs and omissions in GPFax at the moment - for example, when using the redirected printer output, the software splits up an error if you happen to be running an application in an AGA screen mode. You can ignore it, but it's a pain. It would also be nice to see multiple faxes on-screen, and be able to route incoming pages in steps on 90 degrees too.

You should remember also that GPFax won't produce ASCII text from received files, only an IFP. There are many options available to fine-tune your particular setup, including fax resolution, printer resolutions, and so on. GPFax 2.02 is a significant improvement over previous versions. It prints old Class 2 modems, but at least the Sportster can now be used.

image. To interpret the image into raw text, a specific Optical Character Recognition is required.

## CONCLUSION

GPFax is a terrific program which although offering tremendous power, does it all in a very non-techie way. It is by no means essential to be comfortable with Comms and modem jargon before you use GPFax. In fact, in many ways it's actually easier to use than a dedicated fax machine.

With its friendly point-and-click interface, and GPFax offers practically all the features available on PC specific fax programs. In fact, as the Amiga multitasks properly and offers ARexx, once again an Amiga set-up will out-perform and cost less than a similar solution on any other computer platform.

## FIRST COMPUTER CENTRE £49.99

A500	A500+	A600	A1200
A1500	A2000	A3000	A4000

Works on any Amiga with a fax compatible modem. Extra memory recommended for large images.

FIRST COMPUTER CENTRE, UNIT 3, ARMLEY PARK COURT, OFF CECIL STREET, STANNINGLEY ROAD, LEEDS LS12 2AE. TEL: 0532 319444

### EASE OF USE

♦♦♦♦♦ 92%

Converting files into and from fax format is easy, as is entering and dialling using the Phone Book.

### VALUE FOR MONEY

♦♦♦♦♦ 94%

Excellent - could you buy a plain paper auto-scheduling fax for this price? I think not.

### EFFECTIVENESS

♦♦♦♦♦♦♦ 95%

Very high quality faxes.

### Flexibility

♦♦♦♦♦♦♦ 95%

Class 1 and 2 support means USR Sportsters can join in the fun. ARexx makes this a powerful program.

### INNOVATION

♦♦♦♦♦♦♦ 92%

It's about long enough! Can we have some OCR.

An essential purchase for modem owners.

## OVERALL

94%

# ALL WORK AND ALL PLAY



## THE TWO-IN-ONE MONITOR FROM MICROVITEC

There's a new, highly versatile, dual purpose colour monitor that's unbelievable value for both business and games use.

Compatible with all workbench modes, the Auto-Scan 1438 has high performance electronics and an ultra fine tube for sharp, crystal clear images.

Designed and built to exacting standards for

assured reliability and quality by Microvitec, the UK's leading monitor manufacturer, features include:

- 14" screen
- 0.28mm dot pitch
- 15-40 kHz
- Fully autoscanning
- MRP II compliant
- Designed and manufactured in the UK



Microvitec Plc, Bolling Road,  
Bradford BD4 7TU  
Tel: 0274 390011  
Fax: 0274 726866

CALL NOW ON 0274 390011 FOR YOUR NEAREST DEALER



King of the Scanners  
Just Amiga Monthly

## 256 Greyscale Scanners

Total solution for scanning A4 images

Features > True greyscales, 100-400 dpi, 10mm head, OCR option

Top quality hardware with the latest version of software from Migraph.  
Allows real time scanning, provides powerful editing/features.

Compatible (imports/exports) IFF, IMG, PCK, TIFF and MACPAINT formats.

Compatible with all Amiga's

A500,A500+,A600,A1200,A1500,A2000,A2500,A3000 and A4000

Touch UP , Merge It and

Special OCR software.

Minimum system requirement 2Mb RAM, and a Hard Disk

New Low Price  
Including OCR

**£139.00**

## ALFA COLOUR

256K 18 Bit Colour

Scanner head for all Amiga Systems

Comes complete with Scanning Software and now with new Colour Correction facility



## MIGRAPH COLOURBURST

The new 262,144-Colour Hand Scanner for all Amiga Systems

Comes complete with Scan Kit Software and Junior OCR Software



## Trackball



GOLD AWARD WINNER  
IN ST FORMAT 92%  
ST REVIEW 91%

Stylish three button trackballs with third button supporting auto fire and drag and flick.

New touch and light two colour shining Crystal Ball

**£34.95**

## Mega Mouse MK II



A new low cost replacement Mouse for all Amiga Systems.  
260 Dpi  
12 Months Warranty.

**£12.95**

## Auto Mouse/Joystick Switch



Best Buy CU AMIGA  
Automatic Swticher between two input devices with a click of a button.  
E.g. mouse/joystick

**£12.95**

## Mega Mouse 400



GOLD AWARD WINNER IN AMIGA FORMAT 90%

A 400 dpi high resolution Opto-Mechanical Mouse. Top quality construction ensures rapid and smooth movement, with micro switch buttons.

93 W Rating AMIGA USER INTERNATIONAL  
Best Buy CU AMIGA / AMIGA COMPUTING / AMIGA SHOPPER "Astounding" / JUST AMIGA MONTHLY / AMIGA MART / ACCESS AMIGA

**£14.95**

## Optical Mouse



St Format 8%  
Cu Amiga 79%

Superb 300dpi Optical Mouse with effortless micro switch buttons. Fast, smooth and reliable.

Includes Optical Mouse Pad and Holder

**£29.95**

## Optical Pen



A stylish Pen Mouse with quality construction and smooth fast movement. Micro switch buttons. Ideal for DTP, artwork, etc

Includes Optical Pad

**£34.95**

## IDE HARD DRIVES FOR AMIGA A500/A500+/1500/2000/3000/4000

with Optional Ram Upgradeable from 0 to 8Mb

Controller Plus 40Mb Hard Disk £ 179.00

Controller Plus 85Mb Hard Disk £ 279.00

Controller Plus 120Mb Hard Disk £ 299.00

Controller Plus 250Mb Hard Disk £ 329.00

## HARD DRIVES FOR AMIGA 600/1200 with IDE Cable.

209 Mb Hard Drive £ 299.00

65 Mb Hard Drive £ 149.00

120 Mb Hard Drive £ 219.00

170 Mb Hard Drive £ 239.00

## OKTAGON 2008

SCSI-2 Controller with upto 8 Mb upgradeable RAM for Amiga 2000/3000(T)/4000(T)

The Oktagon 2008 offers comprehensive solution to the most diverse SCSI devices and to the most diverse problems.

**£129.00**

## NEW TANDEM CONTROLLER FOR CD-ROM DRIVES WITH IDE INTERFACE.

This is a dual multifunction controller card for the A1500,A2000,A2500,A3000(T) or A4000(T)  
The ideal low-cost and one of the cheapest Amiga CD-ROM solution around.

**£69.00**

## MULTIFACE CARD III

Multi I/O card for Amiga series 1500/2000/2500/3000(T)/4000(T)

The multiface card III expands your AMIGA by adding 2 serial ports and 1 parallel port, which work at the highest possible transfer rate.

**£129.00**

## MIGRAPH

Full OCR for all Amiga's  
Junior OCR £ 39.95  
Touch Up & Merge It £ 39.95  
Scanning Tray £ 49.00  
Merge It £ 15.00  
Touch Up £ 35.00  
Touch Up Upgrade V3.x £ 29.00  
Upgrade to full OCR £ 35.00  
Only available to Registered users of OCR Junior ColourBurst Color Scanner with Scan Kit and OCR £ 399.00

## Colourful Animal Jungle or Dinasour Design Mouse Mats.



New Soft Mouse  
Mats £5.00  
Only



AVAILABLE FROM ALL GOOD COMPUTER STOCKIST OR CALL US ON

TELEPHONE HOTLINE: 081 365 1102.

Please add £1.50 postage and packing to all orders under £100.00 and Orders over £100.00 add £3.00 postage and packing. COURIER CHARGE £10.00. All prices include VAT. GoldenImage accepts payment by Visa, Access, Cheque or postal order. E.A.O.E. Prices subject to change without notice. Goods subject to availability.

Specification subject to change without notice. All Trade Marks are Acknowledged.

Tel: 081 365 1102 Fax: 081 801 8356  
**GOLDENIMAGE UK LTD**

Exclusive Distributors of Alfa Data Production in the UK

SEE US AT  
SPOTLIGHT '94

# BLIZZARD MEMORY BOARDS Challenge

**John Kennedy takes the current batch of A1200 memory cards for a spin around the block. Which one makes it back first? Read on and see...**

**I**t doesn't take an A1200 owner to realise that they need more memory and more speed. A hard drive may solve the 12 disk dance of misery which certain Word Processors impose, but if you've tried using large pictures you'll know by now that simply adding some memory to the trapdoor expansion slot will have the added benefit of freeing up the graphics (or 'chip') memory and boosting performance.

Programs will automatically load into this 'last' memory, and a doubling of the standard A1200's speed isn't unknown. Some memory cards will improve things even further by including an FPU (or Floating Point Unit) on the card. Maths intensive programs, such as ray tracers or fractal landscape generators, will use the FPU to cut processing times still further.

## DEAL THE CARDS

The two latest cards to come into the CU AMIGA testing lab are the Amitek Hawk and the Blizzard 1220. Both promise extra memory, a real time clock and a good injection of steroids to boot. Both fit into the trapdoor expansion of the A1200, and so the on-site warranty is therefore left intact.

The HAWK card is quite large, mainly due to the inclusion of a single SIMM socket. Using memory in the SIMM package means that upgrading can be done in steps, from 2Mb to 4Mb to 8Mb. Unfortunately, the provision of only one socket means that you'll need to throw away the SIMM that's already present when it comes to upgrade.

The size of the HAWK makes fitting a little fiddly, and it certainly looks a lot less hi-tech than the superslim featherlite Blizzard. The Blizzard is a 'half height' trapdoor card, which comes with 4Mb of RAM surface mounted. Another 4Mb can be added by clipping on an extra card which fills the remaining trapdoor space.

## TESTING TESTING

In use, the HAWK turned in a rather poor set of figures. Compared to the older Power PC1204 it flagged badly, and even fitting a jolly fast 68882 FPU didn't give it too large an improvement over the Power board's 14MHz chip. By comparison,

advertising license. However, the results from the tests were so good I removed to card to get a better look. Guess what? There in the corner was a 68020 processor, clocked to run at twice the speed of the original 68020 fitted the A1200. Obviously Motorola 68020's are getting pretty cheap these days...

Frighteningly, the Blizzard card ran faster than my A4000/030, which leads to me think (a) evil thoughts, and (b) the original A4000 isn't as good as I first thought it was. Perhaps CBM will send me a new A4000 Tower as a goodwill gesture.

In conclusion, the Amitek HAWK is definitely 'just another memory board', and is very good one at that. The Blizzard on the other hand gives some bargain 68030 cards serious competition. If you can live without the MMU which tills 68030s come with, this could be best way to get A4000 performance from an A1200.

## TEST DETAILS

In the test on the right, both versions (Integer and FPU) of Imagine were used to render exactly the same image on various Amiga systems. The result given is the length of time in seconds which the computers took to perform the render. Amazingly, and to my great jealousy, the Blizzard



the Blizzard nearly flew off the desk.

The blurb on the box promised a huge speed increase due to an 'automatic memory clock doubler', something I originally put down to

once again out performed my 68030 based A4000, rendering faster than it. With a FPU, the Blizzard would be unstoppable.

Sysinfo was used to obtain a MIPS (millions of instructions per second) and FLOPS (millions of floating point instructions per second) speed. Sysinfo was also used to measure the speed of the 3.5 inch hard drive fitted to the A1200. Note how extra memory increases the drive speed (bytes/second). Finally, check out the results below.



## Accelerator Cards

	Imagine			Sysinfo	
	INT	FPU	MIPS	MLOPS	HD Kbytes/S
A1200	279	N/A	1.34	649	
A1200Power	169	143	2.96	1,101	
A1200Amitek	192	134	2.50	652	
A1200Blizzard	98	N/A	5.05	1,129	
A4000/030	110	088	4.43	N/A	

## SYSTEM MACHINE SPECIFICATIONS:

A1200: Standard A1200 with no extra memory or FPU.

A1200 Power: A1200 fitted with Power PC1204 card including 14MHz 68882.

A1200 Amitek: A1200 fitted with Amitek card with 33MHz 68882.

A1200 Blizzard: A1200 fitted with Blizzard 1220 card. No FPU available.

A4000: Standard A4000 with fast memory, 68030 and 25MHz 68882.

## AMITEK HAWK, SILICA SYSTEMS

Prices range from £39 (1Mb RAM, no FPU) to £499 (4Mb RAM, 40MHz 68882 FPU)  
Unit tested: 2Mb of RAM, 33MHz FPU – £199

70%

Blizzard 1220  
Prices vary from £219.95 (4Mb RAM, no FPU) to £469 (8Mb RAM, 33MHz 68882 FPU)  
Unit tested: 4Mb of RAM, 33MHz FPU – £219.95

92%

**Ladbrooke Computing**

33 Ormskirk Rd,  
Preston, Lancs,  
PR1 2QP

Ladbrooke Computing Internationals are one of the longest established home computer dealers in the U.K. We offer a fast delivery and a no quibble return policy which involves testing of all hardware prior to despatch to ensure that goods arrive in working order, offering free advice and support over the phone and keeping customers informed. Although our prices are not always the cheapest we do endeavour to offer consistent good service and backup.

All prices/offerings are correct at copy date 31/3/94 (while stocks last), and are subject to change without prior notice. All prices include VAT but exclude delivery.

#### How to Pay

You can order by mail Cheques/Postal Orders made payable to Ladbrooke Computing. Or give your credit card details over the phone.

#### Delivery

Postage delivery is available on small items under £40 (Normally £3, phone for details). Add £7 for courier delivery. Next working day delivery on mainland UK subject to stock (£20 for Saturday delivery).

Open Mon-Sat 9.30am to 5.00pm.  
Ladbrooke Computing Ltd trading as Ladbrooke Computing International.

Fax: (0772) 561071

Tel: 9am-5.30pm (5 Lines)  
(0772) 203166

**Printers**



**Star**  
Star LC100 Colour £129.99  
Star LC24/30 Colour £209.99

- Built in 55 sheet feeder
- 24 Pin Colour
- Starjet SJ48 Bubblejet £210.00
- Star SJ144 £369.99
- Thermal max transfer colour printer
- 144 element head
- Glossy colour output
- 360 dpi resolution

**Citizen**  
Citizen Swift 240 Colour £250.00  
Citizen ABC 24pin Colour £179.99

**Hewlett Packard**  
HP Deskjet 520 £279.99  
HP Deskjet 310 £239.99

**Lasers**  
Ricoh LP1200 £699.00

Add £3 for Centronics cable  
and £7 for next working day  
courier delivery.

**GVP II Hard Drives**



- Quantum SCSI Hard drive
- Ultra fast 11ms access
- Up to 8Mb RAM on board

#### SPECIAL OFFER

**170MB NO RAM**

**£349**

**240MB NO RAM**

**£399**

2Mb SIMM Upgrade £49.99  
4Mb SIMM Upgrade £99.99

**GVP 286 Emulator**

- 16MHz 286 PC Emulator
- Norton rating 15
- Plugs into GVP II HD
- GVP PC-286 Emulator £89.00

**genu Legend Trakball**

- Ergonomic design
- 320 dpi resolution
- Easy to use
- Microswitch buttons

**ONLY £29.99**

**GVP Genlock**

- Video processor provides real time software control of brightness, contrast, saturation, hue, sharpness, filtering, gain etc.
- Audio processor with two audio inputs, software switchable or mixable, with software control of Volume, Bass and Treble effects. G-Lock Genlock £284.00

**A1200 Hard Drives**

- Plugs into PCMCIA slot
- Fully external, doesn't affect warranty
- 170Mb Overdrive £349.99
- Phone for higher capacities.

**Amiga Packs**

- Amiga 600 Wild/Wired/  
Wicked Pack £189.99
- Includes A600 with 1Mb RAM
- A1200 Race & Chase £279.99
- Includes A1200 with 2Mb RAM
- Trolls and Nigel Mansell
- A1200 Desktop Dynamite £329.99
- Includes A1200 with 2Mb RAM, Digita Wordworth, Digita print manager, Deluxe Paint IV, Dennis, Oscar
- Amiga CD32 £279.99
- 2Mb RAM, Dual Speed CD ROM. Multi session, plays music CD's, 256000 colours on screen, includes 4 games, Oscar, Diggers, Wing Commander, Dangerous Streets
- Amiga 4000 030 £999.00
- Includes A4000, 030 processor, 2Mb Chip RAM, 80Mb Hard drive.



**Eklipse Mouse**

- 290dpi resolution
- 2 Microswitch buttons
- Opto/Mechanical mechanism
- Switchable between Amiga/ST
- Direct Mouse Replacement

**Eklipse Mouse**  
**£11.99**

**10 Floppy Drives**

- 880K formatted capacity
- Double sided, Double density
- Through port

Amitek 1Mb external drive £59.00

Amiga 500 internal drive £49.99

**RAM Upgrades**

- A500 512K upgrade £16.99
- A500+ 1Mb upgrade £24.99
- A600 1Mb no clock £34.99

Plugs straight into A600 trap door compatible with A600, A600HD

**A1230 Accelerator**

- 40MHz 68030 accelerator
- Makes your Amiga 1200 run over 7 times quicker.
- Allows up to 32Mb RAM
- Optional FPU
- A1230/0Mb/No FPU £289.00
- A1230/4Mb/No FPU £429.00
- A1230/4Mb/68822 FPU £529.00

**Monitors**



**Samsung C1335ZX** £169.99  
14" SCART input TV with remote control and on screen display (requires SCART cable for high quality display)

**Commodore 1085S** £189.99  
Commodore Colour Stereo Monitor including cable

**Microvitec 1438** £289.99  
The Microvitec 1438 is a multisync monitor compatible with the A500-A600, A1200. Requires Amiga VGA Adaptor

**Colour SVGA Monitor** £229.99  
High quality Colour SVGA Monitor 28 dot pitch.

**Amiga VGA adaptor** £9.99

**Falcon VGA Adaptor** £9.99

**Philips SCART to Amiga 8833 MKII to Amiga** £9.99

**Falcon 030**

● 16MHz 32 bit 68030 Central Processor, 16MHz Blitter, 32MHz 56001 Digital Signal Processor

● 1.44Mb 3.5" Floppy, up to 14Mb RAM. Displays 65536 colours from 262144 palette

● 8 Channel, 16 bit, high quality Stereo sound sampling

**FALCON 1Mb No HD** £499.00

**FALCON 4Mb No HD** £699.00

**FALCON 4Mb 64Mb HD** £799.00

**FALCON 4Mb 127Mb HD** £899.00

**FALCON 4Mb 209Mb HD** £999.00

**Falcon Screen Blaster**

**£15.00**

**Repair Services**

Our Service department can repair Amiga's in minimum time at competitive rates. We can arrange for courier pickup and return delivery of your machine to ensure its safety. We even have a same day service which will ensure your machine is given priority and subjected to fault, completed the same day. We offer a Quotation service for £15 for which we will examine your machine and report back with an exact price for repair, if you do not wish to go ahead with the repairs then just pay the £15. However you do go ahead then the charge is included in the minimum charge. Please note: The minimum charge covers labour, parts are extra.

**Quotation service**

**Min repair charge**

**Courier Pickup**

**Courier Return**

**Same day service**

**£15.00**



# Sharp DV-3750H

# colour T

**Andy Leaning looks at a cheap alternative to buying a flash and expensive monitor.**

**D**oes your family take particular satisfaction in watching *Eastenders* when you really need the TV to play *Chaos Engine* on your CD32 or write a letter to a *Frontier* fan club on your A1200? Yes? Then why not kill two birds with one stone and invest in a secondary TV. You'll be able to play and watch what you like – and tell your siblings to get lost whenever they want to watch it. With this in mind I took it upon myself to check out one of the sharpest TVs available, the Sharp DV-3750H TV.

It would be wrong to describe this Sharp unit as a dedicated display for the Amiga, or even a monitor, it isn't. It is an ordinary, low cost TV that is now available from many Amiga dealers. And as such it can be used as a secondary TV as well as a display for your Amiga.

Setting it up is fairly straightforward. Plug it in using either a normal RF/aerial cable or the supplied Scart lead. Using the Scart lead is

# MICROVITEC 1438 MONITOR

**Since Christmas there hasn't been very many new Amiga compatible monitors available - in fact there's been none! Now however, a UK based monitor manufacturer has produced a monitor capable of working on all machines. Andy Leaning tried it out.**

If you've tried to buy a monitor recently you'll have hit a slight snag. That aren't any stalwarts of the low resolution Amiga market, the 1048S and Philips 8833, aren't available anymore, neither are the AGA hugging 1940 and 1942 models.

So what can you get instead? Well, since Christmas there hasn't been an obvious alternative. Sure, you could get hold of PC SVGA/EGA thingy monitors but trying to use these in low resolutions on an Amiga will prove troublesome.

Now, however, MicroVitec are making a concerted push into the Amiga market, with a monitor suitable for any Amiga. But is this *MicroVitec 1438* monitor any good?

## MONITOR MONSTERS

Unless you happen to be wearing a NASA radiation suit, don't even consider using a monitor. Yes, the radiation levels coming out the back of your monitor will distort your DNA and turn you into a hideous monstrosity of which could only be matched in the ugly stakes by our very own Tony Dillon!

Seriously, the rumours regarding the amount radiation coming out the back of monitors have been doing the rounds almost as long as monitors have been used! In reality, monitor radiation is far less serious than most people believe. But if you are worried about such things, or environmental concerns, you'll be pleased to know that the MicroVic addresses several of these issues and complies with the Swedish MPR II standards for environmental standards. It has also passed stringent tests by the EEC (directive 92/27/EEC, passing both EW 25241 Part 3 and 251-252, it's been *[passerat]*).

Well, where looks are concerned it's certainly no super model, but it's also no worse than any other monitor on the market. It quite happily sits on top of an A4000, and whilst being slightly larger than the now sadly extinct 1084, it should fit on most tables, computer desks and shelves (or whatever else your Amiga is used on). Its colour scheme (being white-with-a-hint-of-Commodore-Grey) will go nicely with most Amigas, whilst the tilt and swivel base will allow you to position the screen conveniently for most locations.

Connecting it to the Amiga is slightly more difficult than other monitors but is still easy enough for even the most inexperienced of users to handle. However, the monitor was designed for use with

SILICA E288

A500 A500+ A600 A1200  
A1500 A2000 A2500 A4000

SILICA SYSTEMS, 1-4 THE Mews, HATHERLY  
ROAD, SIDCUP, KENT, DA14 4DX. TEL: 081 309  
1111, OR MOST OTHER DEALERS.

**EASE OF USE**  80%  
You shouldn't need to mess around with adaptors when you're using the E220. (Photo by Steve Hirsch)

**VALUE FOR MONEY**  90%  
*Not brilliant, but good value for money, and pretty cheap compared to what you could end up paying.*

**EFFECTIVENESS**  85%  
*Does what you'd expect and does it well, although it should have internal sneakers.*

## **FLEXIBILITY**

**INNOVATION**  80%

*Doesn't really break any new ground, but then what can you do with a monitor as far as R&D is concerned?*

**Any Amiga owner would appreciate this monitor. Solid, reliable performance:**

## **OVERALL**

recommended as this will give better quality pictures than a normal aerial cable. You'll also have to use the Scart connector if you have a higher end Amiga, such as an A4000, as these don't have TV modulators (the slot where the aerial cable normally goes).

This is really a television, which means that it doesn't automatically display the pictures from your Amiga. So to do this you must first tune it in. This isn't hard to do (it's the same as having to tune in a video recorder) as the remote control has buttons for searching and it's simply a process of selecting the auto channel search and letting it hunt through the various channels until you can see the Amiga display and hear the sound. Then all you need do is fine tune the picture (although this may not be necessary) to give the best results and you're away.

Given the higher price of this unit compared with cheaper models available it would have been nice to see some kind of channel number indicator while searching, instead of the naff on-screen display which simply consists of a row of dots, along which an indicator bar moves as it changes channels - I mean, it could be a lot more informative.

### ARTHUR, MICHELLE...

Having tuned in there's not a lot else to it. Contrast, Colour, Brightness and a picture sharpen mode (picture tone) can all be controlled via the remote control, but there aren't any buttons on the front of the set. This last point actually proves quite annoying after a period of time as you often need to change the brightness and contrast and rather than just leaning forward and pressing the button, you

PC, which explains why the cable coming from it has a 15-pin D type plug on the end (standard for PCs) which won't directly fit into the Amiga 23-pin monitor port. To solve this problem a conversion cable is included, which goes between the two, providing a 23-pin plug that can then be fitted into the Amiga's monitor port - just fit the conversion cable in place and away you go.

In display terms the monitor can handle all Amiga display resolutions, from low res, through ECS productivity, and up to and including AGA resolutions. As such it is a considerable improvement upon the 1084 and 8633 (which couldn't handle the new AA chipset resolutions of the A1200 and A4000), whilst also offering a slight improvement over the later Commodore 1940 and 1942 models which couldn't handle the Super 72 mode.

### IT'S ALL CLEAR!

But what about picture quality? Well, the .28 dot pitch ensures that all pictures are crisp and sharp, which means that gamers will appreciate the clear, well-defined detail on screen and clean colours. Serious users will find the quality even more pleasing, with all resolutions displayed sharp and well focused.

For reliability and stability we chucked the monitor through a battery of tests to identify various flaws in the monitor's design. These all showed that the 1438 is built to a good standard. Intensity, image size regulation and colour accuracy trials all produced results that more expensive monitor manufacturers would be pleased with.

The only minor glitch in the display was that monitor tube produces a slightly dark image, resulting in slightly dim colours, but this can be corrected by increasing the brightness. Overall, colours and picture quality are clear, sharp and clean.

need to keep the remote control close by. Given the intended use with an Amiga, and that most users will therefore be using it at close range (and would simply be able to lean forward to change the contrast etc) it is strange that most dealers have chosen a TV that doesn't have these controls within easy reach, requiring instead, as it does, you have to hunt around for a remote control, which will frequently disappear under a desk of paper work!

The pictures are bright and clear, and the sound respectable. The only slight niggle I had concerned the sound. It was a little thin and lacked depth. Also, the review sample had a minor fault in the tube producing a slight blurring at the top of the picture but this glitch was only present on the first review sample and didn't appear on others I checked. Other than that there was little to fault with this product.

### GRANT AND PHIL

This Sharp TV presented me with a problem. How can I describe it? It offers pretty standard picture quality (for a TV), reasonable sound reproduction (if a little on the tinny side) and is fairly simple to use.

If you're in the position of sharing the family TV, and the evening entertainment is a choice between *Eastenders* and *Microcosm* then the Sharp TV could be the answer. It provides a simple, cheapish, alternative to the main family box, and in this light does it all set out to. As long as you don't buy it expecting to get a display that's superior to a TV's then you won't be disappointed. **CU**

### I CAN'T HEAR YOU!

One major omission in the 1438's specification is speakers, or rather lack of them. This isn't really surprising as it was originally designed for the PC market and as basic PCs don't have very good sound capabilities PC monitors haven't until very recently needed them.

On the Amiga, however, it's a different story, and any Amiga monitor should have built-in speakers. However, don't give up just yet. Most dealers that are selling the MicroVitec are providing speakers with it, and in several cases they are including them free, so you'll still be able to hear the latest CU AMIGA OctaMed samples on cover disks!

### THE FINAL PICTURE

This is a fine monitor with decent picture quality. It does practically everything you'd hope for and its internal circuitry is well put together. It is also priced very fairly for what it offers. It would have been nice to have built in speakers, but as some Amiga dealers provide external speakers with it at no extra cost anyway this isn't a big problem. All in all this is a peripheral that's worth purchasing in a monitor starved world. **CU**

### FIRST COMPUTER CENTRE £184

A500	✓	A500+	✓	A800	✓	A1200	✓
A1500	✓	A2000	✓	A3000	✓	A4000	✓

UNIT 3, ARMLEY PARK COURT, OFF CECIL STREET, STANNINGROAD, LEEDS LS12 2AE. TEL: 0532 319444

#### EASE OF USE

Lack of controls on the front of the monitor proves annoying and it should really come pre-tuned.

#### VALUE FOR MONEY

A little expensive compared to some of the TVs available from high street multiples, but not excessively so, and it has the advantages of a Scart socket which is often missed on cheaper TVs.

#### EFFECTIVENESS

It does its job fair and simple, and does it well.

#### FLEXIBILITY

It's a TV, it's a monitor, what more do you want? Suitable for all types of serious application.

#### INNOVATION

Nothing new or exciting.

**A good, solid, secondary TV suitable for use with an Amiga. No more, no less.**

#### OVERALL

**80%**





**FIRST**  
COMPUTER CENTRE

## OPEN 7 DAYS A WEEK

OPEN MON - SAT ..... 9.30AM-5.30PM  
SUNDAY OPENING ..... 11.00AM-3.00PM  
THURSDAY NIGHT LATE ..... 9.30AM-7.30PM  
OPEN HALF DAY MOST BANK HOLIDAYS

## TELEPHONE LEEDS

24 HOUR MAIL ORDER SERVICE 6 LINES:

**0532 319444**  
FAX: 0532 319191

**SHOWROOM ADDRESS :**  
DEPT. CU, UNIT 3, ARMLEY  
PARK COURT, OFF CECIL ST,  
STANNINGLEY RD, LEEDS,  
LS12 2AE

## HOW TO ORDER

Order by telephone quoting your credit card. Please make cheques payable to the:  
**"FIRST COMPUTER CENTRE"**

In any correspondence please quote a phone number & post code. Do not forget to include the delivery tariff & Dept. code. Allow 3 working days for cheque clearance.

- All prices include VAT @ 17.5%
- Finance available, phone for details
- Large showroom with free parking
- Overseas orders taken
- Educational orders welcome
- Established Multi million pound company

## UK MAINLAND DELIVERY TARIFFS

Standard Delivery.....	(£1.50)
Guaranteed 2 to 3 day (week days) Delivery.....	(£1.95)
Guaranteed Next Day (week days) Delivery.....	(£4.95)

## AMIGA REPAIR CENTRE

We offer a FREE estimate on your Amiga or any peripheral you may have. Payment can be made in full or part. If payment is in full or part of just £5.00 a charge is levied or alternatively you can visit our showroom. We can also arrange a courier pickup at an additional cost of £1.00.



From the M62 take the M621 and follow the turnoff for Leeds/York. This will merge with the Ambergate bypass.

From the M1 follow signs for the M62 (ignores exit for town centre). Take A441 Eland Rd from north of M621. Follow right for A61. This merges with Ambergate bypass.

From the A61 take the turnoff for the A441. This merges with the A61 (ignores leading to the bypass). Turn left onto the Ambergate bypass. After "Living World" traffic lights take a right, left, left again, & 2nd left to get to FCC.

We recommend you confirm prices before placing an order. E&OE.



2% surcharge on AMEX

**FIRST** COMPUTER CENTRE (LEEDS) Tel: 0532 319444

## CD ROM Drives

Internal SCSI CD-ROM drives for the A1500/2000/4000 (with suitable SCSI interface). All drives include driver software & will read CD's, CD32 & PC IDE 9600 standard disks. External SCSI for A3000 also available.  
**NEC Multispin 2X1** Internal £194.99  
 \*280MB access time..... 350Kb transfer rate  
**TEAC CD-50** Internal £339.99  
 (Amiga 1000/2000 compatible only)  
**TOSHIBA XM3401** Internal  
 \*360MB Access time ..... 300KB transfer rate  
**TOSHIBA XM4101**  
 \*365MB Access time ..... 300KB transfer rate  
**Internal**, £199.99 **External**, £314.99  
 Mitsumi LU0005 single Speed..... £99.99  
 Mitsumi FX0011 Dual Speed..... £169.99  
 Tandon IDE CD ROM Controller for use with Mitsumi only..... £69.99  
 GVA A4008 SCSI controller..... £122.99

## PRINTERS

All our printers are UK spec, come with ribbon/toner, printer drivers (if available), paper & cables!

### Canon

**Canon BJ-105x** ..... £182.99  
 Laser quality output, Large buffer  
**Canon BJ-200** ..... £231.99  
 3 page a min speed, 340 dpi, small footprint & 80 page sheefer  
**Canon BJ-230** ..... £191.99  
 wide carriage version of above  
**Canon BJ-300** ..... £419.99  
 Wide carriage version of the BJ100  
**Canon BJ-330** ..... £464.99  
 Wide carriage version of the BJ100  
**BJ-400 Colour** ..... £512.99  
 new bubble jet from Canon  
**BJ-10 Autosheetfeeder** ..... £49.99

### NEW LOW PRICES

Citizen printers have a 2 year guarantee  
**New! ABC Colour printer** ..... £154.99

single colour (ABC) printer, 24 pin printer. Comes as standard with 50 sheet Auto sheet feeder.

Tractor Bed optional at £37.99  
 only £179.99 bought without the colour option

**Swift 90 Colour** ..... £156.99  
 24 pin printer, 15 colour. Highly recommended

**Swift 200 Colour** ..... £181.99

Same as put out as the 240 but with less facilities

**Swift 240 Colour** ..... £218.99  
 24 pin, 2400 dpi, 19 fonts, quiet mode, 240x240px.

**Project II** ..... £254.99

new inkjet printer with built in sheet feeder

**Swift Auto Sheet feeder** ..... £79.99

### HEWLETT PACKARD

**HP 310 Portable** ..... £229.99

**NEW! HP 520 mono** ..... £249.99

**HP 500 Colour** ..... £344.99

**NEW! HP 560 Colour** ..... £499.99

even faster than the old HP550C!!

All HP printers come with a 3 year warranty

### STAR PRICES

**Star LC100 colour** ..... £119.99

5 colour, 8 fonts, 180 cpi draft, 45 cpi colour

**Star LC124-100 Col.** ..... £126.99

**Star LC24-30 Col.** ..... £199.99

complete with automatic sheet feeder, 192 cpi draft

**Star LC24-300 Col.** ..... £249.99

24 pin quality, 24x4 draft, 80 cpi LQ, 35 cpi buffer

expandable to 16 fonts and quiet mode.

**Star LC-2400 colour** ..... £219.99

Colour version with 30 font buffer expandable to 320

**Star SJ48 Bubble Jet** ..... £209.99

Laser quality, ultra quiet, Epson compatible & portable

**NEW! Star SJ-44 Colour Thermal** ..... £249.99

Stunning affordability, 24 pin, 192 cpi, running costs

only £44.99

**Star SJ-48 Autosheet feeder** ..... £49.99

Universal Printer Stand..... only £4.99

### PRINTER CONSUMABLES

#### RIBBONS

Citizen Swift multi ribbon..... £4.99

Citizen Swift Colour ribbon..... £13.99

Star LC 10/00 mono..... £3.99

Star LC 10/00 mono..... £3.99

Star LC 100 mono..... £4.99



```

0 = 0755H2B5 0H 0000 00
1 = 00000000 0000 0000
2 = 00000000 0000 0000
3 = 00000000 0000 0000
4 = 00000000 0000 0000
5 = 00000000 0000 0000
6 = 00 00 00 00 00 00
7 = 07 00 00 00 00 75 R

```

1-D6/A0-A6,-(A7) ;0757

>MOVEM.L D1-D6/A0-A6,-  
tools for DIY fans.

MOVEA.L A0,A2

MOVE.L D0,D2

LEA \$756D8F8,A4

MOVEA.L 4.W,A6

LEA \$756EE48,A3

MOVEQ #0,D1

MOVE.L #\$D6,D0

BRA.S \$75671F4

MOVE.L D1,(A3)+

DBF D0,\$75671F2

MOVE.L A7,\$1830(A4)

MOVE.L A6,\$1558(A4)

MOVEA.L \$114(A6),A3

MOVE.L \$AC(A3),D0

BEQ.S \$7567216

LSL.I #2,D0

MOVE

MOVE

LSL.

BRA.

MOVE

SUB.

MOVE

SUB.

ADDI

MOVE.L 0H,+\$1830(A4)

CMP.L,\$13D8(A4),D0

BCC.S \$7567284

# So you want to be a programmer?

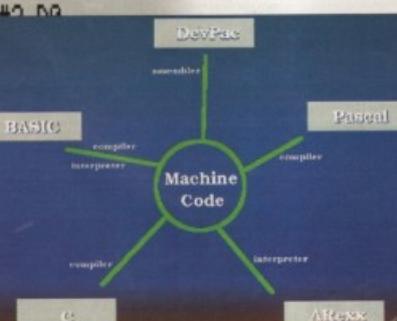
The Amiga may be one of the most powerful computers ever, but how do you go about programming it? John Kennedy looks at the current batch of coding

**A**t times, programming the Amiga may seem to be an impossible task. The Workbench may be user-friendly, but the Amiga can sometimes appear almost impregnable to would-be programmers, leaving its excellent graphics and sound hardware totally out of reach.

Older computer users will probably remember a time when home computers came with a programming language (usually BASIC) built-in, but now the younger contingent of users may look at games such as *StarDust* and think, "How could I even start to write something like this?"

Thankfully, rolling up the sleeves and getting into the Amiga needn't be difficult, and there is an ever growing number of ways of doing it. From the politically correct *Pascal* to the hard-hitting *Assembler*, possibly the only language missing from the Amiga developer's toolkit is *COBOL*, and there shouldn't be many tears shed on that front.

Still though, the novice Amiga programmer is faced with many decisions: Which language to use?



What reference books are needed? Is it expensive?

## WHAT IS A PROGRAMMING LANGUAGE?

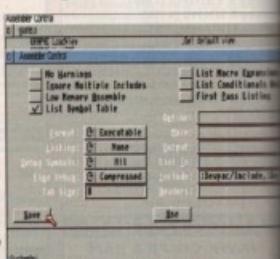
At the heart of the Amiga is a micro-processor (also known as a CPU - Central Processor Unit) which controls the rest of the computer. The video display, the disk drives, the keyboard: all these devices are controlled by other chips but all are orchestrated by the CPU.

In an Amiga computer the CPU runs a program, a list of instructions, called the Operating System. The Operating System (OS) provides a way of loading and running application programs, including the Workbench environment, as well as games and utility programs. The OS makes it easy for these programs to share the computer's resources, such as memory, disk access and use of the parallel and serial ports for input and output. The OS resides internally in special permanent memory chips called ROMs, and is also partly loaded from disk at boot-up time.

In order to create your own programs, you need to produce a list of instructions which the CPU can understand. These instructions are called Machine Code, and they are the only instructions the CPU can work with. Every program must be converted into machine code at some point in order for it to be executed.

It's possible to program directly in Machine Code using a program called an Assembler, such as HiSoft's DevPac. DevPac will allow you to enter a list of assembly language instructions which it will convert into machine code ready for execution.

It's almost an understatement to say that programming in Assembler is a very time consuming task. Something which can appear very simple, like displaying a letter on the screen, can take many, many lines of



All aspects of the Assembler - which chips your computer is using, whether the code is to stand alone or be mixed (linked) with other code - can be set from the editor.

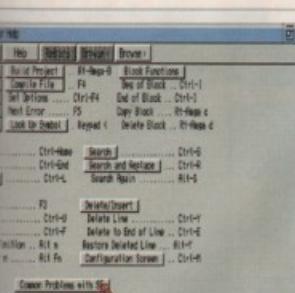
machine code instructions to achieve.

The next step up from Assembler is in the language evolutionary ladder is called 'C'. A program written in C looks a lot closer to English than Assembler, as unlike Assembler each C instruction can represent dozens of lines machine code. Creating functions and subroutines is a lot easier in C, and it's also possible to handle complicated data structures. The advantage of C is that it loses hardly anything of the power of Assembly language, but yet it is still possible to deal directly with the computer hardware.

A C source file (the list of C instructions) must be 'compiled' into machine code before it can be used. A typical program to do this is DICE or SAS/C.

## BOOKS

If you plan on making use of the Amiga's intuition operating system, or you need to know what makes the Amiga tick you'll need some documentation. The official works are best - make sure you get the dark grey third edition - and start off with the *Librarian's Manual* as this includes general tips on many aspects of Amiga programming. The source code in these books (all in C, by the way) is widely available from many Bulletin Boards.



With full on-line hyperlink help screens, the SAS/C editor gives even dedicated text editors a good run for their money.

Pascal is a programming language which, at first glance, looks a lot like C. It is subtly different though and, in fact, is a lot more 'user friendly' and forgiving. Many colleges and universities use it to teach the fundamentals of programming.

Pascal is an elegant language which tries to be as straightforward as possible, whilst still offering much in the way of functionality. Pascal is another compiled language, and therefore it runs quickly. Like C, Pascal is a very structured language – code is packaged into clearly separated functions which helps minimise errors.

## BACK TO BASICS

BASIC has always been a popular programming language on home computers, and the Amiga is still well served. AMOS and Blitz Basic are derivatives of BASIC which have been heavily expanded to include many Amiga specific extensions. For example, if you wanted to write a program in C to load an image from disk and display it, it would take many lines of code. You would need to prepare the screen, access the floppy drive, decode the graphics data stored in the file and then work out a way of copying it to the screen display. With AMOS and Blitz this can all be achieved with one or two simple commands.

The disadvantage of these

BASIC programming languages are mainly those of BASIC. It's not a fun system to develop large programs in, and depending on the implementation, you tend to lose control over the finer points of the hardware. Blitz by default, another compiled language, so it runs very quickly. AMOS on the other hand is interpreted – ie each line of AMOS BASIC is processed one at a time. You

can buy a compiler for AMOS if you need some extra speed and the capability to make programs 'stand alone' without the need for a BASIC interpreter. ARexx is a BASIC-esque language that is supplied as standard with all post Workbench 1.3 Amiga systems. Its main purpose is the expansion and inter-connection of existing application programs – for example, adding a word count feature to *Cygnus Ed* or linking *The Art Department* with a third party video digitiser. ARexx can also be used as a programming language in its own right, but unfortunately as it is interpreted rather slowly, ARexx isn't a particularly fast language by itself. However, it is still eminently suitable for file manipulation programs and general small utilities.

There are other development systems available; CanDo and Helm are two which actually use a heavily graphics orientated approach to creating programs, as well as the programs themselves. These systems are great for producing multimedia systems, such as graphic adventures or Point of Information/Sale systems.

You can even write basic file maintenance programs but if you put your mind to it, they won't run particularly quickly.

## INTUITION POWER

The Amiga's operating system is an incredibly powerful and flexible system. Arguably second only to the

state-of-the-art NeXTStep platform, Intuition is a fully multitasking operating system which can be relied upon to create a reliable and consistent user interface: but only if you want to use it.

It's entirely possible that your program won't benefit from pull-down menus (how many arcade games have you seen which do?), but if you're writing an application it makes sense to use the code that's already present.

How the Intuition system can be used depends largely on the programming language you are using. At the most basic level, using Assembler or C will require you to set up data structures and call the operating system routines or 'libraries'. This isn't a particularly easy thing to learn about (one mistake and you Guru the computer), but once you have written one application you can usually re-use your code with only minor alterations.

A more user-friendly development system, Blitz Basic 2 for example, includes Intuition commands for controlling the Menus and Requesters. This simplifies the construction of normal application programs greatly. The user of your program normally won't be able to tell if your program was written from scratch in assembler, or using Blitz as the Intuition menus all look the same.

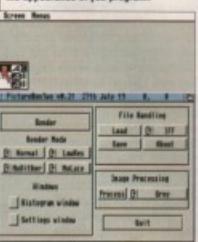
## WHICH LANGUAGE SHOULD I USE?

There are many different programming environments available, and picking the right one can be a difficult business. If you want to jump right in at the deep end by equipping yourself with C, a good compiler and all the necessary documentation, it could cost you over £350 – but there are plenty of cheaper alternatives. Blitz is the easiest system to start with as it has Blitz Basic. The integrated editor and compiler makes writing programs quite straightforward, and

## TOOLS

No matter what you might think at 3am when you need to squash that bug, you are not alone. Other programmers have been before you, and the more altruistic ones have left some tools to help you. Take *GadToolsBox* for example. Here is a program that will save you weeks if you use standard Intuition menus and gadgets in your programs.

Using *GadToolsBox* you can actually draw your program's user interface on-screen, and then click a button to generate the source code. You will still need to know what to do with the code, but believe me using a program like this can not only save your sanity but improve the appearance of your program.



As a program which helps you create programs, *GadToolsBox* is an absolute must. Draw your user-interface on-screen and let the program generate all your source code. Invaluable!

Blitz is certainly powerful enough to create both serious applications and stunning arcade games; check out Skimmarks if you don't believe me.

If you have your heart set on learning C, the DICE compiler is an excellent place to start. Unfortunately, the PD version won't come with the Commodore Include libraries – the routines which you need to access the operating system. You can either get them directly from Commodore for about £25, or else pick up the March/April Fresh Fish CD-ROM (reviewed on page 134) which happens to contain a drawer with them all inside.

Remember to check out the PD libraries for more obscure languages: E is one to watch for, promising the power of C in an easier to use way.

Your choice of programming language is determined by several factors. Do your programs need to run extremely quickly? What previous programming experience do you have? Will graphics and sound be important to your programs? How much can you spend on the programming environment?

In the chart to the left, the most common Amiga development languages are rated. Please remember that although C has a low score for, say, graphics support, getting hold of the necessary C source isn't very difficult – if you know where to look.

## COMPARISON CHART

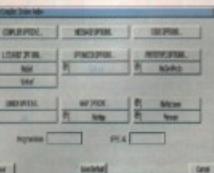
	Assembler	ARexx	Amiga Devpac	Blitz	SAS BASIC	HiSoft BASIC	CodeOne
<b>Pascal</b>							
Ease of Use	1	4	4	4	3	4	5
Execution Speed	5	1	4	5	5	4	2
Code size	5	3	3	4	5	4	2
Compiled/Interp	C	1	1	C	C	C	1
Graphics/Sound	1	1	1	5	1	2	3
Platform	1	1	1	1	1	1	1
Price	£1.95	Free	£4.95	£9	£20	£1.95	£0.95
Avail	HiSoft	CBM	Euro	Merid	HiSoft	HiSoft	Emerald

There are C compilers in the Public Domain (DICE, NORTH C) but the best is SAS/C from HiSoft. Likewise there are PD Assemblers available, but DevPac is the best. Note that Blitz, SAS/C and HiSoft's High Speed Pascal include an integral assembler.

HiSoft tel: 0525 718181 • Eurosoft Software tel: 0625 854444 • Meridian tel: 081 543 3500 • Emerald Creative Technology tel: 081 715 8866  
Key: 1=poor, 5=excellent

# SAS/C v6.51

There are several C compilers in the Public Domain (and Shareware) Libraries, but none can compare to SAS/C. The update from v5 to v6 was such a major step forward in terms of compiled code speed and compactness that for a time it seemed no further advances could be made. SAS/C has overruled this assumption, by adding C++ compatibility and doing it in a very clever way. C++ is an 'enhanced' version of C, offering much more in the way of data structures and object orientation. With C++, data can be packaged into units which include their own special functions. The result is an excellent development system for large and complex systems. Normally, C++ programs are processed into standard C files which are then compiled in the normal way – a rather time consuming business. SAS has managed to include the C++ parts of their compiler as standard, which means that there's no mucking around. Even when debugging using the excellent



One of the new v6.5 features is support for the default Workbench fonts. A small, but nice point.

CodeProbe system, C++ code can be examined in every detail.

For time critical applications, the special profiler will examine your programs and break down the amount of time each function is used.

Entering code is made easy with the excellent editor which gives many dedicated text editors a good run for their money. With multiple files, split screens and integration into the C compiler, you won't need to spend any more cash on a good entry system. The on-line help comes in handy when you can't face the thousand plus pages of documentation which come in the box. As long as there are programs of this quality available, no one can ever say the Amiga is in trouble. This is truly professional level software.

## FEATURES IN SAS/C V6.51

- Includes a C++ implementation, compatible with the AT&T C FRONT. C++ files can be compiled like any other C files.
- Special code is produced to take advantage of 50040 and 68820 chips present. • Improved peephole optimizer.
- More efficient code generally. • The CodeProbe debugger has been improved. • The built-in Assembler supports chip-memory only code.
- The system default font is recognised and used. • Improved profiling to trap bottlenecks in your programs.
- Workbench programs can deal with 'tooltips' as standard C arguments.

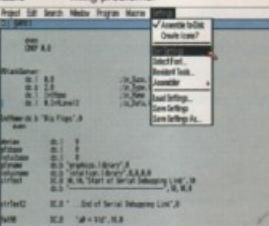
# DevPac v3.04

Compared to earlier versions, this DevPac has a much improved editor which makes the rather stressful process of Assembly language programming much more enjoyable.

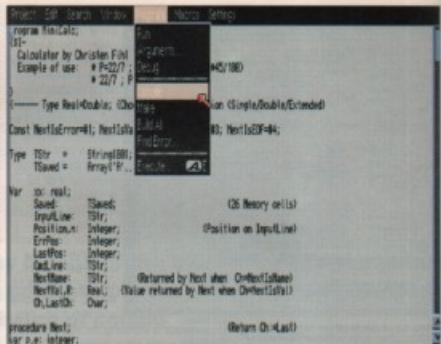
In fact, after using several Public Domain assemblers, DevPac is a complete joy to use. It features the same excellent editor as HighSpeed Pascal, and once again all the options are immediately available from pull-down menus.

The speed of the assembly process is blinding (especially after using a C compiler) and the many processor and optimisation options means that the code can be tailored to your exact specifications. If you need ultimate control, there is no other way. The integrated environment makes DevPac an environment.

The DevPac Assembler comes with its own text editor, which will save you a lot of both time and money.



a lot easier and more useful than any assembler included with other languages. When programming the Amiga, mixing code produced by various systems (C, Assembler, Pascal) is actually quite easy and having a separate package for each certainly improves productivity. In an ideal world you would have both SAS/C for general coding, and DevPac to help with those extra stubborn programming problems.



HiSoft Pascal is compiled directly to machine code, in the same way as a C compiler. Pascal programs won't hang about, which makes it very useful for commercial software development and for teaching.

# HighSpeed Pascal v1.10

Loved by academics, it's

only until very recently

that Pascal has lost its position 'top language' to C.

Designed to teach structured programming

techniques, Pascal is not only

a perfect system to teach

yourself programming, but it

is also an extremely powerful

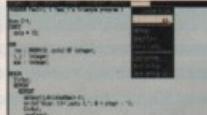
language in its own right.

Rather than stop with a simple text only implementation, HiSoft's HighSpeed

Pascal comes with all the necessary libraries, or 'units' as they are known, to write proper Intuition based programs. It's even possible to hit the hardware if this is your cup of tea.

The typical HiSoft environment is very well designed, with an excellent editor allowing full control over all the compilation options.

At first glance, Pascal programs look a little like C, but on closer inspection they are actually rather easier read and therefore write.



The HiSoft editor is very good, and all compiler options can be set without leaving it.

compilation options. An in-line assembler allows for more advanced use, and the ubiquitous MonAm debugging tool can help keep track of what exactly is going on.

HighSpeed Pascal is also largely compatible with the extremely popular IBM PC-based Turbo Pascal system. Obviously there are differences to take advantage of the Amiga's more advanced hardware, but converting existing programs won't be a nightmare task. A version of the 'graph' unit is included which will make converting handling graphics a lot easier.

It all adds up to a perfect introduction to power programming, or a gentle way to get to know languages such as C and C++.

## THANKS!

Thanks to HiSoft for providing many of the language implementations mentioned in this article. You can contact them on 0525 710 181.



# BASIC Instinct

...have you got it?

**HiSoft**  
High Quality Software

The Old School, Greenfield  
Bedford MK45 5DE, UK  
Tel: +44 (0) 525 718181  
Fax: +44 (0) 525 713716

# HiSoft BASIC 2

at last!



HiSoft BASIC 2 shows off its AGA support

## The Compiler

HiSoft BASIC 2 is a compiler that feels like an interpreter when you use it from within the integrated environment. It takes source code either directly or via the *include* statement and produces fast, efficient 68000 code; it is also possible to pre-tokenise your source code to obtain maximum speed of compilation. The syntax is highly compatible with other implementations including Microsoft QuickBASIC™ (PC), AmigaBASIC etc. allowing modern, structured programming with a high degree of portability between different machines. The graphics commands built into HiSoft BASIC let you take advantage of the AGA chip set.

You can link with assembly language and SAS/Lattice C programs and compile to memory for testing or compile to disk to produce your final, standalone masterpiece.

## The Debugger

There are times when your program does not behave in the way that you planned. On these occasions, you can use TRON/TROFF statements to trace execution by line number, or you can invoke the HiSoft BASIC debugger.

This is a medium-code-level debugger, which displays the source code and object code of your program at the same time. You have access to all your BASIC sub- program and function names and you can step through the BASIC source code by line, setting breakpoints as appropriate.

## The Libraries

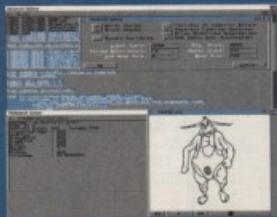
HiSoft BASIC 2 comes with libraries that let you access the features of all versions of the Amiga operating system from Workbench 1.3 up to Workbench 3.1. The standard Amiga names are used, as described in the ROM Kernel manuals, making it easy to translate examples from C. There are examples of using and displaying IFF files, Datatypes, Gadtools gadgets & menus, Tasks, Sound etc.

## The Package

HiSoft BASIC 2 is supplied with a comprehensive, 640-page manual which, in addition to user and reference sections, also contains an extensive tutorial on using the package.

The system works on all Amiga computers with 1Mb or more of memory, at least one floppy drive, keyboard and mouse, in all 80 column screen resolutions. We recommend 2Mb of memory and a hard disk if you intend to work on larger programs or to take full advantage of the new operating system features.

Registered users of HiSoft BASIC version 1 can upgrade by telephone - please call for information



Even Animation Datatypes are easy!

**Credit/Debit Card Orders**

**0525 718181**

Please between 9am and 5pm Monday to Friday to place an order using your Mastercard, Access, Visa, Switch, Connect etc. card. We will quote you a firm delivery date on receipt of your order which will be no longer than 28 days and usually within 5 days. For goods in stock we can offer a next day delivery service for £5.

## Order Form



Please rush me HiSoft BASIC 2  
for my Amiga computer (with at least 1Mb memory)

- HiSoft BASIC 2 @ £79.95 + £2 p&p
- Upgrade from HiSoft BASIC 1 @ £39.95 + £2 p&p

Signed: \_\_\_\_\_

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Card No: \_\_\_\_\_

Expiry and Issue #: \_\_\_\_\_



# United Public

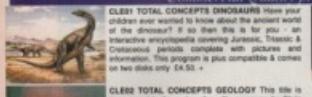
The innovators

Look out for the CLR logo!

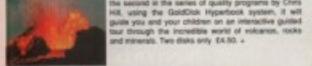
Most CLR titles  
ok on A1200!

## .. The Central Licenseware Register .. Commercial Quality programs at a PD price!

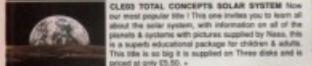
More CLR titles  
ok on A1200!



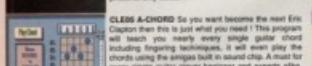
**CLUBS TOTAL CONCEPTS DINOSAURS** Have your children ever wanted to know about the ancient world? This is the place! This is a superb educational program featuring a superbly detailed interactive encyclopedic covering Jurassic, Triassic & Cretaceous periods complete with pictures and sounds. It's a must have for any child who is plus compatible & comes on two disks only \$45.00



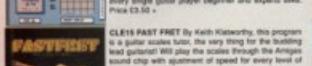
**CLUBS TOTAL CONCEPTS VOLCANOES** This title is the second in the series of quality programs by Chris Hill, using the GridDisk Hyperbook system. It will make you and your children on an interactive guide to the science of volcanoes. Features include: Volcanoes in a minute, Volcano history, Your Volcano diary! Over 30 images supplied on 3 disks only \$50.00



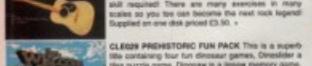
**CLUBS TOTAL CONCEPTS SOLAR SYSTEM** Now our most popular title! This one invites you to learn all about the solar system, with information on all the planets, the sun, the moon and the stars. This title is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only \$25.00.



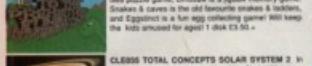
**CLUBS A-CHORD** So you want become the next Eric Clapton? Then this is just what you need! This program is a guitar simulation title, featuring a superb sound system including fingering techniques. It will even play the chords using the samples built in sound chip. A must for any guitar player beginner & experts alike. Price \$13.00



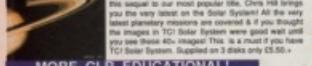
**CLUBS FAST FRET** By Keith Klemmering, this program is a guitar skills turns, the very thing for the budding lead guitarist! Will play the scales through the Amiga's sound chip with options of various lead tones. Great fun and rewarding, especially for the amateur, many scales as you can learn the next rock legend! Supplied on one disk \$30.00



**CLUBS PREHISTORIC PUZZLE PACK** This is a super title containing four fun dinosaur games. Consider a title puzzle game, Dinozaur a Japanese memory game, dinozaur a matching game and lastly a matching game Eggollect a fun egg collecting game! Will keep the kids amused for ages! 1 disk \$13.00



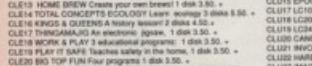
**CLUBS TOTAL CONCEPTS DRAGON** This is the sequel to our popular title, Club Dinosaurs. In this title you will learn all the facts about dragons. The latest planetary missions are covered & if you thought the images in TCI's Solar System were great wait until you see the images in this title. This title is supplied on TCI's Solar System. Supplied on 3 disks only \$55.00



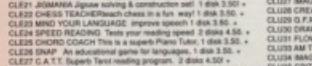
**CLUBS TOTAL CONCEPTS ECOLOGY LEARN** average 3 disks \$5.00 - \$10.00



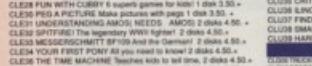
**CLUBS 17 THINGAMAJIG** An electronic jigsaw, 1 disk \$3.50 - \$10.00



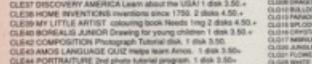
**CLUBS WORK & PLAY** 3 educational programs: 1 disk \$3.50 - \$10.00



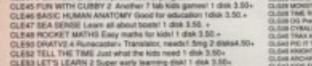
**CLUBS 1990 TOP FUN** Four programs: 1 disk \$3.50 - \$10.00



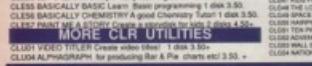
**CLUBS 21 JOMAGNA JAPANIA** solving & construction use 1 disk \$3.50 - \$10.00



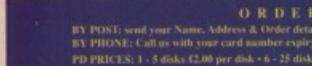
**CLUBS 23 MIND YOUR LANGUAGE** Improve speech 1 disk \$3.50 - \$10.00



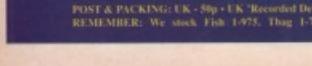
**CLUBS 24 SPEED READING** Test your reading speed 3 disks \$5.00 - \$10.00



**CLUBS 25 SNAP** An educational game for language, 1 disk \$3.50 - \$10.00



**CLUBS 27 C.T. SUPER TENSE** Tense reading program, 2 disks \$4.50 - \$10.00



**CLUBS 28 PSS-A PICTURE** Make pictures with pages 1 disk \$3.50 - \$10.00



**CLUBS 31 UNDERSTANDING AHODS** AHODS 2 disks \$4.50 - \$10.00



**CLUBS 33 MESSINGER'S** BY 1990 And the Game Show 1 disk \$3.50 - \$10.00



**CLUBS 34 YOUR FIRST POINT** All you need to know 2 disks \$5.00 - \$10.00



**CLUBS 35 COAST TO COAST** America's great coastlines 2 disks \$5.00 - \$10.00



**CLUBS 36 INVENTIONS** inventions since 1750, 2 disks \$4.50 - \$10.00



**CLUBS 40 BOREALIS JUNIOR DRUM** for young children 1 disk \$3.50 - \$10.00



**CLUBS 42 COMPOSITION** Photographic Tutorial 1 disk \$3.50 - \$10.00



**CLUBS 44 LANDSCAPE QUIZ** memory program, 1 disk \$3.50 - \$10.00



**CLUBS 45 FUN WITH CUBBY 2** 1 disk kids game 1 disk \$3.50 - \$10.00



**CLUBS 46 MONSTER** and Dumbster Master 1 disk \$3.50 - \$10.00



**CLUBS 47 OCEAN** Ocean life 1 disk \$3.50 - \$10.00



**CLUBS 48 ROCKET MATH** Easy math for kids! 1 disk \$3.50 - \$10.00



**CLUBS 50 DRAMA** A fun drama program 1 disk \$3.50 - \$10.00



**CLUBS 51 ADVENTURE** A good adventure 1 disk \$3.50 - \$10.00



**CLUBS 52 PAINT ME A STORY** Create a picture 1 disk \$3.50 - \$10.00



**CLUBS 53 MORE CLR UTILITIES**



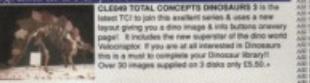
**CLUBS 54 GOLF** for passing A & Plus chart etc \$3.50 - \$10.00



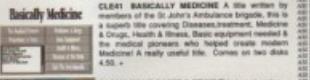
**CLUBS 55 VIDEO TUTOR** Create videos like Star Trek, 2001, etc. 1 disk \$3.50 - \$10.00



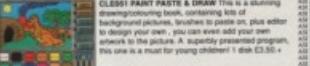
**CLUBS 56 ALPHAPROPS** for passing A & Plus chart etc \$3.50 - \$10.00



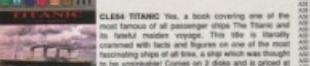
**CLUBS 57 TOTAL CONCEPTS DINOSAURS** 3 in the latest TCI to join the excellent series of titles. This is a superb title covering Diseases,Infection, Medicine & Drugs, Health & Illness, Basic equipment knowledge & more. It's a must have for any child. Come on a journey with your Dinosaur! Over 30 images supplied on 3 disks only \$55.00



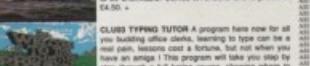
**CLUBS 58 BASICALLY MEDICINE** A site written by members of the St. John's Ambulance brigade. This is a superb title covering Diseases,Infection, Medicine & Drugs, Health & Illness, Basic equipment knowledge & more. It's a must have for any child. Come on a journey with your Dinosaur! Over 30 images supplied on 3 disks only \$55.00



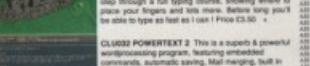
**CLUBS 59 PAINT PANTS & DRAW** This is a stunning drawing/browsing book, containing lots of drawings, photos, music, games, and lots of fun. You can paint, color, draw, design your own, you can add your men to the picture. A superbly presented program, this is a must have for any child. Come on a journey with your Dinosaur! Over 30 images supplied on 3 disks only \$55.00



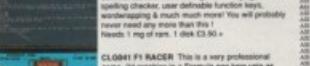
**CLUBS 60 TITANIC** Yes, a book covering one of the greatest stories of all time. The Titanic. This is a superb book, full of facts and figures. This is a must have for any child. Come on a journey with your Dinosaur! Over 30 images supplied on 3 disks only \$55.00



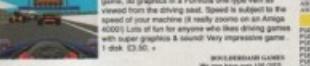
**CLUBS 61 TUTOR** A program here now for all you budding office clerks. Learning to type can be a real pain, lessons cost a fortune, but when you learn to type on the Amiga, it's a whole new ball game. Through a fun, easy to follow, step by step training course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as an expert! 1 disk \$15.00



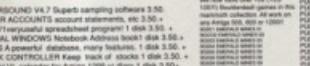
**CLUBS 62 POWERPOINT** This is a super powerpoint program, teaching embedded graphics, sounds, and lots more. Many features, lots of fun for anyone who wants to create their own presentations with super graphics & sound. Very impressive game! 1 disk \$30.00



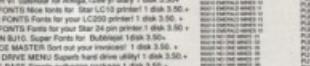
**CLUBS 63 RACER** This is a very professional racing game, set in a futuristic space age. You race from the driving seat. Speed is supposed to be the speed of your machine! If really zooms on an Amiga. Includes 10 different tracks, 100 levels of difficulty for anyone to play for anyone who wants to race. 1 disk \$30.00



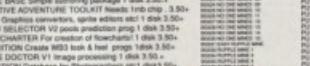
**CLUBS 64 GOLF** For creation of golf courses 1 disk \$30.00



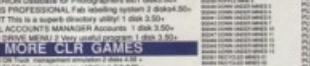
**CLUBS 65 GOLF CHAMPIONSHIP** For creation of golf courses 1 disk \$30.00



**CLUBS 66 GOLF PROFESSIONAL** For creation of golf courses 1 disk \$30.00



**CLUBS 67 GOLF INDUSTRIAL** For creation of golf courses 1 disk \$30.00



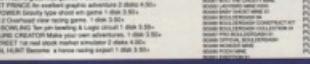
**CLUBS 68 GOLF BUSINESS** For creation of golf courses 1 disk \$30.00



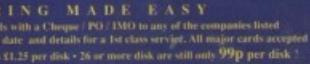
**CLUBS 69 GOLF DESIGN** For creation of golf courses 1 disk \$30.00



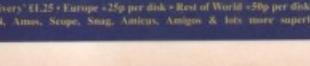
**CLUBS 70 GOLF EXPERT** For creation of golf courses 1 disk \$30.00



**CLUBS 71 GOLF PRO** For creation of golf courses 1 disk \$30.00



**CLUBS 72 GOLF PROFESSIONAL** For creation of golf courses 1 disk \$30.00



**CLUBS 73 GOLF BUSINESS** For creation of golf courses 1 disk \$30.00

## ASSASSINS GAMES PACKS

Assassins Games Pack includes: Assassins Games Pack, Assassins Games Pack II, Assassins Games Pack III, Assassins Games Pack IV, Assassins Games Pack V, Assassins Games Pack VI, Assassins Games Pack VII, Assassins Games Pack VIII, Assassins Games Pack IX, Assassins Games Pack X, Assassins Games Pack XI, Assassins Games Pack XII, Assassins Games Pack XIII, Assassins Games Pack XIV, Assassins Games Pack XV, Assassins Games Pack XVI, Assassins Games Pack XVII, Assassins Games Pack XVIII, Assassins Games Pack XIX, Assassins Games Pack XX, Assassins Games Pack XXI, Assassins Games Pack XXII, Assassins Games Pack XXIII, Assassins Games Pack XXIV, Assassins Games Pack XXV, Assassins Games Pack XXVI, Assassins Games Pack XXVII, Assassins Games Pack XXVIII, Assassins Games Pack XXIX, Assassins Games Pack XXX, Assassins Games Pack XXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assassins Games Pack XXXV, Assassins Games Pack XXXVI, Assassins Games Pack XXXVII, Assassins Games Pack XXXVIII, Assassins Games Pack XXXIX, Assassins Games Pack XXXX, Assassins Games Pack XXXXI, Assassins Games Pack XXXII, Assassins Games Pack XXXIII, Assassins Games Pack XXXIV, Assass



# PD SCENE

**Can you do a good Sid James laugh? If so, sample it and send it to us at the usual address. For now, though, let Tony Horgan take you through the latest games and demos in the public domain.**

## BRAIN STATE IN A BOX demo

What a trip! This one cuts all the bad stuff and gets straight down to the job of messin' up your head. Unfortunately, you'll need an AGA Amiga with extra RAM to experience it.

If spinnin' colour and 3D flights are your bag, you'll love this. Even though there are only three main effects, it keeps on going for ages before it repeats, and even then, you can leave it to load for as long as you like. The main effect is a simulated video feed-back loop, with a random pixel generator to keep the colours flowing. In other words, you get loads of random colours splurging out from the centre of the screen - spot on. There's also a real time-generated 3D flight around a bay of islands. The best bit is the user-mode. This lets you play around with the effects yourself, wibblin' the colours about with the mouse, and even soaring around the fractal islands. The user-mode didn't want to play on the office A1200, but it worked okay on the A4000/040. Essential for all space cadets.

Available from: Visage Computers, 18 Station Road, Ilkestone, Derbyshire, DE7 5LD. Tel: 0602 444501. £2.00 **90%** including P+P.



# PD SCENE

**ADDITIONAL MEMBERS OF PARADE**

**BITZER DENTISTINE:** Spenderlin, East, The Kitterle, Frei, E-Bit

**SWITZERLAND**

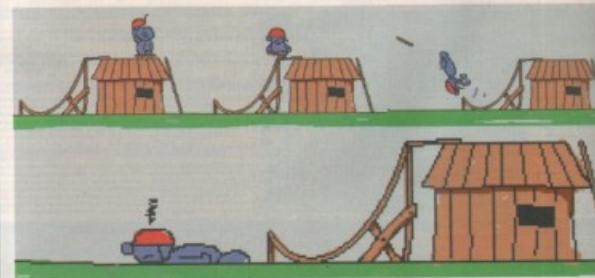
## MELLOW GABBER VOL 2 music demo

Mellow gabber, what a strange concept (considering gabber is the fastest, most insane form of dance music ever devised). Spookily enough though, this demo starts off sounding pretty good, and spookier still, it sounds like mellow gabber. A distorted bass drum kicks away slowly, while scary noises and voices wash around in the background. After a while it inevitably speeds up to a more danceable tempo, from where it turns into a slightly more anarchic variation on the 2 Unlimited theme. Cheesy organ riffs loop over some hard beats and basslines, tempting me to rip the tune and remix the better bits. Should find plenty of fans though. Available from: Express PD, Magazine Business Centre, 11 Newgate Street, Leicester, LE1 5SS. Price: £1.65 including P+P.

## FLYING LESSONS animation

Meet Bob, a cuddly little blue thing. One day, whilst sunbathing in the park, Bob dreams that he can fly. Waking up to find that he can't decides to rectify the situation and sets off down to the garden shed to knock up a rocket pack. The results of this and his later attempts are predictable but fun in a *Road Runner* kind of way. However, it looks original - not just another Eric Schwartz rip-off. It's quite funny too, although the lack of any sound effects is a shame. Animation fans shouldn't miss it though.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 3026. Price: £2.00 including P+P.



## DO THAT DANCE music demo

Three tracks: I Like to Move It (Reel 2 Real), Gee (Black Machine) and Bells of New York (Six-8) mixed together one after the other and stuck on a disk.

The mix isn't exactly adventurous, but runs smoothly enough from one track onto the next. Most of the samples sound good, although the breakdowns are a bit scratchy. Not a bad effort nonetheless, and well worth while if you're into any of the three tracks.

Available from: Mercury PD, 37 St Augustine Road, Chadwell Street, Mary Grays, Essex, RM16 4NU. Price: £2.00 including P+P.



**OH NO! NOT AGAIN**

**HONEY DAN**  
PRESENTS

**DO THAT DANCE**

**VOLUME**

**REEL 2 REEL:MOVE**  
**HOW GEE:BLACK**  
**SIX:6:THE B**  
**OF NEW YO**

**79%**

**AMAZING**  
**TIME: 10:00**  
**RELEASE NUMBER**

**HONEY DAN DOG**



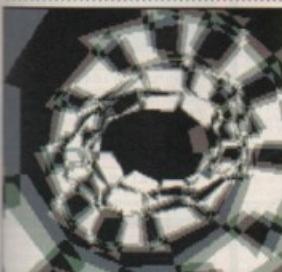


## ASSASSINS 156 game compilation

As usual, this Assassins compilation is a mixed bag. There are three games: Darts, Quakkers and Karate Champ. Fans of the sport of darts will no-doubt squeeze a bit of entertainment from the first, simple as it is. Quakkers is the most impressive of the three. It's a simple platform game with no frills, but it plays okay. Then there's the hilarious Karate Champ. This is a hopeless clone of the coin-op that invented the beat 'em up theme. The sound effects are the best bits: "Ooo!" "Ouch!" "Ooff!". Who needs commercial games eh?

Available from: Roberta Smith DTP, 190 Falloidon Way, Hampstead Garden Suburb, London NW11 6JE. Disk no. ASI 156. Price: £1.40 including P+P.

69%



## FRIDAY AT EIGHT demo

A shortie, this one, but a goodie nonetheless. It gets my vote from the off, thanks to its high-speed 3D zoom tunnel effects. Then it's over to some zooming 3D logos, followed by a load of blurred kaleidoscope effects, building up in speed and intensity to a bit of a sexy crescendo. After all that excitement, it sits back up and mellows out with another tunnel effect, this time a more chilled version, followed by the credits. It's over almost before it's begun, but it's good while it lasts.

Available from: Visage Computers, 18 Station Road, Ilkestone, Derbyshire DE7 5LD. Tel: 0602 444501. Price: £2.00 including P+P.

75%



## REN AND STIMPY slideshow

For those who have never seen it, Ren and Stimpy is just about the maddest, most stupid cartoon series ever, featuring the childlike exploits of a disgusting-looking Chihuahua dog, and his brain-dead mate that I think is supposed to be a cat – not that you'd guess to look at him. This is a slightly disappointing slideshow taken from the Haunted House episode. All the pictures are displayed as quarter-screen HAM images, and although the digitising is okay, there's not much colour in them. Full-screen 64 colour pics might have been a better option. Still, there are enough frames for you to be able to watch the slideshow almost as a cartoon in itself, following the story through from start to finish.

Available from: David Parkes, Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 0922 404023. Price: £1.65 including P+P.

80%



## DISKMAGS

### UPSTREAM ISSUE 8

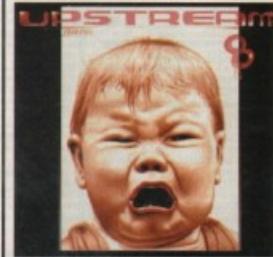
This is a mag for anyone who is seriously into the demo scene – not just the demos themselves, but all the gossip and bitching that goes on between the various coding teams. It's a bit like Coronation Street for hackers really – Whiplash has renamed himself Fibzaz, Stranger has been thrown out of OCS, and Terminal Silence received a phone bill for \$1422! Exciting isn't it?

Apart from that kind of stuff, there are opinions from around the scene (make demos hard disk installable), and other general scene-related news and features. Upstream is fairly definitive on text articles, so you won't find any utilities or demos on the disk, although there is a tune to keep you entertained.

Recommended for the scene-junkie, but not for the casual demo fan.

Available from: Cynotic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV5 7NB. Tel: 0203 681687. Disk no. D0263. Price: £2.00 including P+P.

76%



### AM/FM ISSUE 18

Aimed at Amiga musicians, AM/FM is one of the more individual disk mags around. Instead of cramming the disk full of as many articles as possible, AM/FM's creators concentrate on publishing more interesting and useful articles, leaving room for some handy utilities on the disk.

Issue 18 includes reviews of the Toccata 16-bit sampler, Aural Illusion, CDs and readers demos. There are also features on buying your first synth, 16-bit sampling on the cheap, letters and news. In general the articles are very well written. All of the writers on the diskmag seem to know what they're talking about, and give good advice in the reviews and the occasional tutorial features.

On the software side, you get a demo version of the Aural Illusion sample editor, General MIDI Patcher 1.7, and APercKey (a drum machine system). Two demos are included, and there's even a batch of MIDI song files too. With all this software in addition to the magazine, it makes a very worthwhile buy for any enthusiastic Amiga musician.

Available from: Cynotic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV5 7NB. Tel: 0203 681687. Disk no. D0251. Price: £2.00 including P+P.

68%

<b>WITH Help V2.02 by Taiji Komatsu</b>	
<b>Editorial</b>	General, Music, Info
<b>Old School</b> Please read this!	Covert (1)
<b>Upstream</b> (link for download)	Upstream Database
<b>General Articles</b> (11)	CD Reviews
<b>General Articles</b> (12)	The MD/Driv3r Center
<b>General Tunes</b> + "Disk Tunes"	The Williams Sector
	Wizdom Music Bellum
	MDA Music Section
<b>AM / FM</b>	
<b>AMIGA MUSICIANS FREEWARE MAGAZINE</b>	
<b>Editorial</b>	General, Music, Info
<b>Old School</b> Please read this!	Covert (1)
<b>Upstream</b> (link for download)	Upstream Database
<b>General Articles</b> (11)	CD Reviews
<b>General Articles</b> (12)	The MD/Driv3r Center
<b>General Tunes</b> + "Disk Tunes"	The Williams Sector
	Wizdom Music Bellum
	MDA Music Section

THAT BIT BETTER THAN THE REST



52,000 MEMBERS!!

**GREAT PD GAMES!**

- \*3068 SCORCHED TANKS 1.7 More Weapons, Much More Fun!
- \*3064 ALIEN FRENZY! 2 Player Shoot Em Up Other Type
- \*3049 PDH PROJECT 64 Super Classic Conversions!
- \*3050 TOAD Frogger Clone 3 Level Demo.
- \*3047 HIGH OCTANE Live Overview of Formula 1 Race
- \*3044 SPACE INVASION II CLASSIC Space Invaders.
- \*3042 A DAY AT THE RACES Horse Racing Management.
- \*3041 FORTRESS Great Space War Demo Of This Excellent Shareware Game!
- \*3038 ROBS HOT GAMES \*1 Compiled By Our Very Own Rob, This Disk Offers 5 Great Games.
- +3035 COIN COLLECTOR 1000s of coins from around the world
- \*3032 GALAXY BLAST 4 Way Shooting Game Em Up.
- \*3030 PROJECT BUZZBAR Remake of the original Buzzbar!
- \*3029 NOSTALGIA! Excellent Umidon Style Shoot em
- \*3019 SILVERBLADE Helicopter Shoot EmUp
- \*3005 TOYBOX! Bonus Games! Tomatoes
- \*3003 RAISE THE TITANIC Nice 3D game like Mercenary.
- \*3005 GAMES GALORE 13 The latest AGA Ok Game Comp.
- \*3001 GAMES GALORE 12 Another Great Game From the AGA
- \*2000 GAMES GALORE 11 More AGA Comp Stuff.
- \*2996 TASKFORCE Super! Remake of LaserQuest?
- \*2993 2P GAMES 128 AGA Comp of 2 Player Games.

**AMIGA ANIMATIONS**

- \*3026 FLYING LESSONS Excellent Anim Requires 2MB
- \*2980 [ABC]CHARLEY CAT "In Sickness & In Health" 3MB
- \*2981 [ABC] CHARLEY CAT "The Big One" 3MB
- \*2970 [ABC] CHARLEY CAT "Danduff the Dog" 3MB
- \*2974 [ABC] G.I. SPY Great 3 Megabit Animation
- \*2940 MR HORNY ANIMATION Great 3 Megabit Animation
- \*2927 [ABC] CHARLEY CAT 4 Mountainlions 3.5 MB
- \*2925 [ABC] CHARLEY CAT 3 "How to Catch a Canary" 3MB
- \*2923 [ABC]CHARLEY CAT 5 "The Big One" 3MB
- \*2922 [ABC] CHARLEY CAT 2 "Dawn At The Seal" 3MB
- \*2927 [ABC] MEAN MACHINE Great AD for Commodore C64 By Craig Collins! 3.5MB Needed!

**DEMO CD 2**

Another stunning compilation of new PD products. This one is even better than the first! Over 600MB of Data! Get it now for £19.99 +75p P&P

**CDPD VOLUME 3**

Fish from F761 to F890, ready to run from the CD! Also includes dozens of high quality 24 bit scans plus Ham and AGA HQ versions & MUCH MORE! for only £19.99 +75p P&P

**THE 17 BIT COLLECTION**

This double CD collection contains 1700 disks from our own library from disk 0001 to 2301. All the classics are included, as well as hundreds of great PD games, Demos, Music etc. Yours for Only £39.99 + £1.00 P&P

**TEAM 17 CD's FOR CD32**

Alien Breed & Quak £19.99  
Project X & F17 £19.99  
Each Disk Contains 2 Titles!

**NEW!! 17 BIT II - THE CONTINUATION**  
Includes 17 Bit Disks From 2302 To 2600.  
Amiga 500/600/700/1200/1200XL/1200GS/1200GSX/1200DX, T Bag Disks, AMIGA & AMIGAII Also Includes A Full Fix Search & Index Across Our Previous CD's Too!

AMIGA FORMAT GOLD! £19.99 +75p P&P

**NEW IN MULTIMEDIA TOOLKIT**

This CD contains all you need for your own Multimedia Productions! Thousands of clip-part images in colour and B&W, even selectable art! Hundreds of Amiga Scripts & CG Fonts are also included, not to mention the 750 Modules & 2300 SFX!

only £19.99 +75p P&P

**DEMO CD "SPECIAL OFFER"**

Over 650 MEG of demos, cliparts, music, slideshows, games and utilities not to mention over 1000 modules! £17.99 +75p P&P

**AMINET FEB 94 EDITION**

The Latest Update Of One Of Our Best Selling CD's Yet. Brand New Feb 94 issue in Stock  
NOW! £19.99 +75p P&P

**NEW!! "LOCK 'N LOAD" CD (USA)**

1000 Of The Very Latest & Best Public Domain Games, Ready To Run Direct From The CD Which Ever Makes This One Of The Best For CD32!  
Miss It At Your Peril! £19.99 +75p P&P

**STILL AVAILABLE**

CDPD 1 (Fish From 1 to 650)  
CDPD 2 (Fish From 661 to 750 & Mon) £19.99

**NEW!! - SPACE & ASTRONOMY CD**

Includes Thousands of Superb GIF Images & Astronomy Texts From the NASA Archives Since 1962! Only £19.99 +75p P&P

**FINAL FRONTIER 6**

" Calling all Star Trek Fans" T.F.F. is a dedicated Trek mag on 5 packed discs. Includes exclusive artwork by none other than Tobias Richter! £7.50

**NOTHING BUT AMOS - DISKIMAGAZINE**  
Issue 6 Is Now Available On 2 Disks For £4.50 N.B. Amos Is Aimed At Helping You To Get The Most Out Of Amos Whether You Are A Beginner Or Already An Expert! Superb!

**CD32**

**MICROCOM**  
**STUNNING GRAPHICS,**  
**STUNNING SOUNDS,**  
**STUNNING GAME,**  
**"ITS STUNNING"**  
£35.99 +75p P&P

**BJORNE, LYNN PRESENTS....**  
The Success Of "Hotline 5" & "Spacehog" Continues. The Stuning New Release "MONTAGE": Over 70 Mins Of Digital Audio. Arranged On Amiga For The Ultimate In Stereo Synth! £14.99 +75p P&P

**ORDERING**

BY PHONE  
(0924) 366982  
BY FAX  
(0924) 200943  
All Major Cards  
Including SWITC

**POSTAGE RATES**  
Please Add 50p For All  
UK orders Europe  
Please Add 10% Rest  
of World Add 20% of  
Total Value of Order

**BY POST**  
Please send Cheques/P.O's To:-  
**17 BIT SOFTWARE**

1ST FLOOR OFFICES, 2/8 MARKET STREET  
WAKEFIELD  
WEST YORKSHIRE WF1 1DH

**DISK PRICES**

1-10 Disks £1.50 Each  
11-20 Disks £1.25 Each  
21 Disks or more £1.00 Each!  
1 FREE WITH EVERY 10 YOU BUY!  
(AB) Etc Denotes Multiple Disk Title

AMFM 18

Latest Musicians Music Mag.  
£2.50 Per Issue Or £4.50  
If Purchased With Samples

CDPDI 1

Still Available And now OK  
On Your CD32. Special  
Price At £17.99 +75p P&P

Est.  
1988

(0924) 366982

THAT BIT BETTER THAN THE REST

## EDUCATIONAL-WARE

- CLE01 (2) DINOSAURS
- CLE02 GEOLOGY
- CLE03 (3) SOLAR SYSTEM
- CLE04 COLOUR PAD
- CLE05 A-Z WORD V.1
- CLE06 T-NAME
- CLE07 (2) FISHING
- CLE08 NIGHT SKY
- CLE09 WORDS & LADDERS
- CLE10 (3) BASICALLY AMIGA
- CLE11 (2) MATHS
- CLE12 ALPHABET TEACH
- CLE13 HOME-BREW
- CLE14 (3) ECOLOGY
- CLE15 FASTFRET V.2.0
- CLE16 (2) GOLF
- CLE17 THINGAMAJIG
- CLE18 WORK & PLAY
- CLE19 PLAY ITSAFE
- CLE20 BIG TOP FUN
- CLE21 JIGSAW
- CHESS TEACHER
- CLE24 (3) SPEED READING
- CHORD COACHING V.3.1
- CLE27 (3) C.A.T.T.
- CLE28 FUN WITH CUBBY
- PREPOSITIONS PACK
- CLE31 (2) UNDERSTANDING AMOS
- CLE32 (2) SPITFIRE V.2.1
- CLE34 (2) YOUR FIRST PONY
- CLE35 (2) SOLAR SYSTEM 2
- CLE39 (2) MY LITTLE ASSIST
- CLE40 (2) LEARN TO DRAW
- CLE41 (2) BASICALLY MEDICINE
- CLE42 COMPOSITION
- CLE43 AMOS LAND QUIZ
- CLE44 PONTRAITURE
- CLE45 (2) DRAW IT CUBBY 2
- CLE46 BASIC ANATOMY
- CLE47 SEA SENSE
- CLE48 ROCKET MATHS
- CLE49 (3) DINOSAURS 2
- CLE50 (2) R.A.T. V.4
- CLE51 PAINT, PASTE & DRAW
- CLE52 TELL THE TIME
- CLE53 LETS LEARN 2
- CLE54 (2) TITANIC
- CLE55 BASICALLY BASIC
- CLE56 (2) BASICALLY CHEMISTRY

## GAME-WARE CONT.....

- CLG29 BILLY BALL
- CLG30 CAPTAIN K
- CLG31 DIRTY RAKETS 1.5M
- CLG32 7 BLOCKS
- CLG33 BATOONIORS
- CLG34 BERNINET
- CLG36 OG!
- CLG37 RAW
- CLG38 QUINZO
- CLG39 CYBALS 5
- CLG40 CYBER
- CLG41 F1 RACER
- CLG42 CRYSTAL SKULL
- CLG43 (2) PIC-IT
- CLG44 VIKING SAGA
- CLG45 KNIGHT RIDER
- CLG46 (2) LAGO CGPN
- CLG47 KIDS FUN PACK
- CLG48 (2) THE LOST PRINCE
- CLG49 SPACE POWER
- CLG50 HAIRPIN 2
- CLG51 TEN PIN BOWLING
- CLG52 ADVENTURE CREATOR

## UTILITY-WARE

- CLU01 VIDEO TITLER
- CLU02 FISH INDEXER
- CLU03 TYPING TUTOR
- CLU04 ALPHAGRAPH V1.10
- CLU05 S.A.S. MENU MAKER
- CLU06 PHILO V1.12
- CLU07 (2) BUSINESS RAVE
- CLU10 POWER ACCOUNTS V1.10
- CLU11 CALC V1.1
- CLU12 VIRTUAL WINDOWS
- CLU13 DATOS
- CLU14 STOCK CONTROLLER
- CLU15 PROFESSIONAL X-STITCH MASTER UTE
- CLU16 LC1MLC20 FONTS
- CLU18 BJ10 FONTS
- CLU21 INVOICE MASTER
- CLU22 BUSINESS MENU
- CLU27 IMAGEBASE
- CLU28 ADVENTURE TOOLKIT 4.1
- CLU29 G.F.X.
- CLU30 DRAW SELECTOR
- CLU31 FLOW CHARTER
- CLU32 (2) BUSINESS 2
- CLU33 AMM
- CLU34 IMAGE DOCTOR V1.10
- CLU35 CRITERION
- CLU36 (2) ILLINOIS PRO
- CLU37 FIND IT

## CLR PRICES

THE NUMBER IN  
BRACKETS AFTER A  
TITLE DENOTES HOW  
MANY DISKS ARE IN  
EACH SET

1 DISK SET £3.50  
(2) DISK SET £4.50  
(3) DISK SET £5.50

OVERSEAS READERS! WHY NOT SAVE DELIVERY TIME & COSTS AND ORDER FROM AN OFFICIAL 17 BIT DISTRIBUTOR! WE HAVE DEALERS IN EUROPE, JAPAN, SCANDINAVIA, AUSTRALIA & THE U.S WHO WOULD LOVE TO HEAR FROM YOU. SEE ADVERTS ON THIS PAGE

SPECTRUM GAMES PACK  
OVER 100 CLASSIC SPECTRUM  
GAMES FOR USE WITH "V.7 OR V.1.6  
OF THE ELECTRICIAN" COMPUTER,  
7 BURSTING WITH COLOR &  
INCLUDING P&P.  
THIS PACK IS NOT RECOMMENDED FOR  
A500/A600

IMAGINE 3D PACK  
7 DISKS FULL OF IMAGES AND TEXTURES  
TO USE WITH IMAGINE 3D  
IMAGES ARE ARCHIVED WITH LHA  
AVAILABLE SEPARATELY.  
THIS PACK IS NOT RECOMMENDED  
FOR AMIGA BEGINNERS  
ALL 7 DISKS FOR £10.00 INC. P&P

**SOFTWER**  
**SOFTWARE**

Box 242 S-124 02 Bandhagen Sweden

Tel. +46 - (0)8-749 08 05

Fax +46 - (0)8-749 26 76

**SVENSKARI NORRMÄNDI FINLÄNDARE!**  
Beställ 17 Bit diskar från oss!

Den enda officiellt godkända leverantören av 17 Bit diskar i Sverige  
Nordens ledande Public Domain & Shareware bibliotek för Amiga och PC

1 till 3 diskar...23kr 21 till 30 diskar...17kr 31 diskar & fler...16kr

3 till 10 diskar...20kr 11 till 20 diskar...18kr 21 till 30 diskar...18kr/kt

Entstat posten avgår tillbaka

17 Bit diskar är tillverkade för alla Amiga  
eller kompatibla bärbara & samplagdskivor  
för PC. Alla diskar är tillverkade med en  
lätt läsmärke och är lätt att identifiera.

OCATEMED 2.0 Multisystem med 4 hårddiskar.

Super Sound 3 multisystem.

3D MULTISYSTEM med 3 hårddiskar.

17 Bit Multisystem med 2 hårddiskar.

17 Bit Multisystem med 1 hårddisk.

# PD UTILITIES

No mon, no fun. Don't worry because Tony Horgan is here with this month's latest batch of PD releases.

## FRESH FISH

### CD compilation

Fred Fish is the undisputed King of Amiga Public Domain software. He seems to have been around since the very dawn of the Amiga, collecting the best (and sometimes worst) of the free software available and collating them to produce his famous 'fish' disks.

Recently, Fred made the decision to change from distributing floppy disks to selling CD-ROMs, but in the process he has done a lot more than simply copying the disks across. In fact, his CDs offer probably the best way ever to get the latest in Amiga programming talent.

The CD which we were sent came from PD Soft and is dated March/April 1994. Fred hopes to produce a new disk every one to two months, each one being a mixture of old and new material. In theory you should be able to buy every other disk and still obtain all the programs and files.

This CD-ROM contains 639Mb of software, of which approximately 56Mb is totally new material (Fish Disk disks 951 to 975) and programs from the Amiga library. The rest of the disk contains some amazing finds, including 284Mb of useful utility programs such as the GNU C++ compiler and *PasTeX*, a full TeX (a text-based DTP) system.

Programs will liven this disk. Not only is there a full complement of utilities, compilers and programming tools, but the distributable Commodore Native Developer Kit is also included. If you do any C programming on the Amiga you'll know how tricky it is to get hold of the right information; well, here it is, all on one disk. In the other drawers you'll find plenty of text files (such as hardware and software reviews) and a comprehensive Amiga FAQ list (Frequently Asked Questions). There are one or two games present, but this is a collection for the more dedicated Amiga user.

Fred has really paid attention to the way files are stored on the disk. Not only are the useful utilities ready to run, but many files are already archived for the owners of Bulletin Board Systems to provide on-line.

Obviously, you'll need a CD-ROM drive to use this disk, but that shouldn't be a major problem. If you don't have a big box Amiga and a CD-ROM drive, the Commodore A570 drive is still available for A500Plus owners, and (assuming you have an external floppy drive) any spare CDTVs can easily be brought back into service. Even CD32 systems can be used using the new serial cable adaptors (see elsewhere for review).

**Available from:** PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex, SSI 2YD. Tel: 0702 466933. Price: £19.95 (plus £1 P+P). Or available from: Fred Fish, Amiga Library Services, 610 N. Alma School Road, Suite 18, Chandler, AZ 85224-3687, USA or fax 0101 (602) 917-0917. Price:\$19.95 plus \$5 for airmail costs.

90%



Hidden in a drawer of the Fresh Fish CD-ROM you'll find the latest pictures from NASA regarding the Hubble Space Telescope. There is so much data on this disk it will take weeks to look through it all.

## AM/FM SAMPLES 18

### sound samples

How appropriate, the 18th sample disk released by AM/FM diskmag people contains exactly 18 samples. The sounds themselves are all big 'pads' (big synth atmospheric sounds) sampled from an exorbitantly expensive synthesiser. Some of these ambient, moody sounds are looped, some are single notes, and others are included in a number of chord variations, ranging from 30K to 65K in size. There's a bit of top-end noise on quite a few of these samples, but this can be remedied with some filtering. Other than that, the sound quality is well up to scratch.

**Available from:** Cynotic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687. Disk no. S0220. Price: £2.00 including P+P.

78%

Project: **File List**  
Disk status of CCS 248  
Initialize  
Clear catalogs  
Time → Amiga  
✓Update page...  
Sub  
Set Entry delay  
Set 32C delay  
Set Timerdelay  
Subpage status  
1 2 3 4 5  
6 7  
FileList ....., 181  
FleText-Zentrale .., 187  
Amiga ....., 118  
Sport ....., 288  
HBO - bzu\_ ZDF-Program .., 284  
Service ....., 588  
Medien ....., 588  
VideoText - der TeleText von H26 und ZDF  
I2C error, Video: poor, Teletext: poor

Catalog  
1 188  
2 —  
3 —  
4 —  
Page 188  
Search  
Stop  
Reveal

## TELETEXT 1.20

### teletext receiver

This is half of a software and hardware project that allows your Amiga to receive teletext. You need to use it in conjunction with a TV (or VCR), but the TV doesn't have to be teletext compatible. Once you've got your pages, you can save them out as ANSI, ASCII, IFF or the program's TT format. Instructions for building the hardware are on the disk. However you'll definitely need some electronics experience if you want to build the hardware. I'll level with you on this one – the DIY bit was beyond me, so I can't say how well the system works.

Accordingly, I haven't scored the program, but if you like to mess about with a soldering iron and fancy a teletext compatible Amiga, it should be worth looking at.

**Available from:** Cynotic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687. Disk no. U0293. Price: £2.00 including P+P.

RUBRIEK	INDEX	ACTUEEL
Nieuws	182	181
Programma	288	
Omroep	388	
Ontspanning	488	
Consument	588	
Financieel	558	558
Sport	688	adreslijst
Werf/Verkeer	788	radiotext
Landschap	888	pag.454
Kunst	951	

Verlengd voor biestellers 815  
De stoptabellen 516  
Be staaktbericht 747

Copyright HDS-teletext 1993

# CUTV SPORT

PRESENTS

## BRENTFORD VS. AC MILAN

### MULTIMEDIA BACKDROPS

#### video backgrounds

If you watch TV news or sports programs you'll know that you can't escape the speckly backdrops that reside behind all the league tables, pie charts and other screens of text. This four-disk set is full of these unobtrusive backdrops, all in full overscan using 128 colours. If you have an AGA Amiga, the program leaves you another 128 colours for any graphics or text you might lay over the top. They're all textures of some kind, and come in various colour schemes. Anyone producing post titles for TV or video should get hold of them pronto. By the way, they're not actually PD (Swerve Video retain the copyright). Available from: Swerve Video, 99 Park Lane, Wednesbury, West Midlands, WS10 9PT. Tel: 021 502 4681. Price: £4.75 including P+P (overseas orders add £1.00).



## ESCAPE THE RATRACE COME TO THE MOON!

### AUDIO MAGIC VI sound utilities

Best known for their game compilations, the Assassins are branching out into other areas these days. Volume 6 of their Audio Magic series brings you seven useful sound and music utilities.

*Play It 2* is a simple tracker module player. *Sound Effect 2.1* is a sample editor that can work with both 8 and 16-bit samples. *M Play* is another module player that's controlled from a mock hi-fi system. *Quadrat Composer* is a new tracker (reviewed in last month's PD Utilities). *Sound Machine* converts samples between IFF, RAW and the PC formats VOC and WAV. *D Sound 1.3* plays samples from a hard drive, and *FM Synth 1.1* is a decent sample synthesiser along the lines of *E-Z FM*, which was reviewed in the March 94 issue of CU AMIGA. Yes indeed, a handy disk and no mistake, missus.

Available from: Robert Smith DTP, 190 Fallooden Way, Hampstead Garden Suburb, London NW11 6JE. Disk no. MUS709. Price: £14.00 including P+P.



>>

## ARTWORKS CLIP ART

Original images for the computer. NOT public domain

Each disk contains between 115 and 270 original, high resolution, high quality images for use with Amiga art, desk top publishing and video programs - Deluxe Paint, Photo Paint, PageSetter, Pro Page, Pagestream, Wordwriter, Penplot, Scala etc.

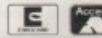
- |                                |                                   |                      |                                  |
|--------------------------------|-----------------------------------|----------------------|----------------------------------|
| 1. Peter                       | 2. Castles, cottages and churches | 3. Trees             | 4. Signs and symbols             |
| 5. Pets                        | 6. Prehistoric life               | 7. Signs and symbols | 8. Weddings and family occasions |
| 9. Fishing and freshwater life | 10. Signs and symbols             | 11. Christmas        | 12. Frames and borders           |
| 13. Sport                      | 14. Frames and borders Z          |                      |                                  |



£7.99 each - 3 or more £7 each - Over 2100 images for only £58 - Inclusive of 1st class P&P.

Please make cheques/P.O.'s payable to ARTWORKS

(Dept CU) Pondside, Wootton, Ulceby, S.Humbershire, DN29 6SF



0469 588138



AMIGA COMPUTING - "Best Buy" CU AMIGA - awarded \*\*\*\*

AMIGA FORMAT - 85% AMIGA SHOPPER - "All are high quality... a bargain"

## THE NO.1 HORSE RACING SOFTWARE

The software which predicted Nortons Coin at 100/1 to win the Gold Cup is now available by mail order. To get your hands on a copy of our No.1 selling Horse racing software, The Tipster™, please send cheques or postal orders payable to Sidmouth Software for the sum of only:

**£24.95 inc VAT, P&P**

The Tipster Professional (uses the Racing Post) is available on the Amiga, Atari and all PC compatibles. A Windows™ version is available for £64.95 which includes the Dos version.

Tipster International (uses daily papers) is also available at the same price, this software is designed for users who are just beginning to use their computers to predict horse race results.

A demo is available for £9.95 (refundable against purchase).

**Sidmouth Software**  
PO Box 7, Sidmouth  
Devon EX10 0TD  
0395 567073



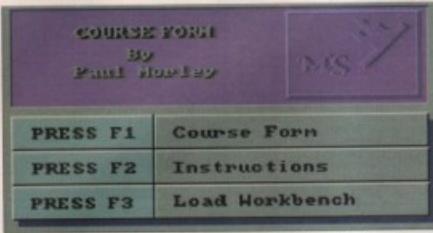




» COURSE FORM  
horse ratings

If you like a flutter on the horses, but find working out the form a bit tedious, this could be just what you need. *Course Form* acts on the information published in the racing section of most national newspapers. You enter the figures into the program, and it comes back with a rating that tells you how likely the horse is to win. It's as simple as that.

Available from: Roberta Smith DTP, 190 Fallooden Way, Hampstead Garden Suburb, London NW11 6JE. Disk no. MUS709. Price: £1.40 including P+P.

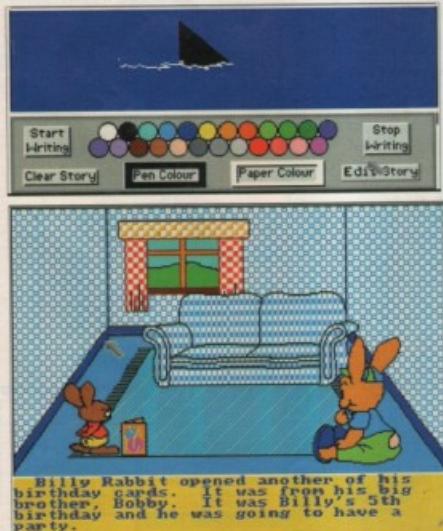


# **PAINT ME A STORY**

**story maker**

Fancy making your own illustrated children's stories? Paint Me A Story is designed exactly for that. There are two parts to the program. The first is the drawing section which has a few very basic and quite awkward drawing tools (freehand, line, fill etc.) for you to create the illustrations. The other part is where you enter the text for the story. The text and pictures are then combined, and on you go onto the next page. With a some patience, you should be able to put together some reasonable picture books, but be prepared for a few teething problems. It's not the most helpful program in the world.

bit of a struggle, as it's not the most helpful program in the world.  
**Available from:** Essex Computer Systems, 118 Middle Crockerford, Basildon, Essex, SS16 4JA. Tel: 0268 553963.  
Price: £5.00 Including P+P.



## **CYNOSTIC UTILITIES 22**

and Run Sh\*t (a replacement for the CLI command RUN, which disables backwards compatibility). You've seen the menu, is Sir ready to order? Available from: Cynotic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry, CV6 7NB.  
Tel: 0202 681687 Disk no. U0593 Price: £2.00 including P+P.



## **CYNOSTIC UTILITIES 25**

**utility compilation**

The most useful program on this disk is *Muti Tool* 2.0. This is a file-handling utility along the lines of *SID* and *Directory Ops*. Moving files around using the Shell or CLI can be a real pain, but *Muti Tool* makes these operations much simpler. Two directory windows (one source and one destination) are used in conjunction with a few buttons, and everything is controlled by the mouse, so you don't have to remember and type in long confusing path names and so on.

Also on the disk are a couple of other programs. *2Print* is a utility for the HP Laserjet printer. According to the documents, "its only goal in life is to print either 166 characters by 66 lines per page, or 80 characters by 66 lines per page." The other program is *Fast Disk 1.5*, a disk optimiser that speeds up directory listings and loading of files.

**Available from:** Cynotic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry, CV6 7NB.  
**Tel:** 0203 681687. Disk no. U0278. Price: £2.00 including P+P.



# AMIGA

PUBLIC DOMAIN  
SOFTWARE

To order Public Domain software, simply send your name, address (PRINTED CLEARLY) and your order details. Eg. Disk code numbers and quantity required. Please add postage and packing to all orders. £1.00 per order. £1.00 for multiple disk titles. £2.00 UK Postage and packing at 75p covers any order size. £2.00 Make sure you send the correct sum of money, otherwise we will not be able to despatch. For detailed programme descriptions of these and thousands of more PD titles, check out our catalogue disks.

## New Stuff

PCQ PASCAL - Pascal compiler.

VIDEO WAVE VOL.1 - Walking animations for video.

SOURCE CODE VOL.1 - 100K source code for your Amiga.

GRAPHITE ISSUE #10 - Super disk.

More info at the best:

AMIGA EMULATOR VOL.1 - 100K source code for your Amiga.

Software packages included: -NOT ASTRONAUT

EASY SPELL II - Spelling game. -NOT ASOT

PROGAC V.10 - Powerful schematic designer. -NOT ASOT

ASOT VOL.1 - Amiga schematic editor. -NOT ASOT

MOOSE DRIVER - One track demo of this Amiga Super style racer. Full version only available from author. -NOT ASOT

PHOTOGRAPHY - THE DARK ROOM I - Learn about

photographs as developed in the dark room.

AMIGA AIGA VOL.1 - Amiga design and

development. -NOT ASTRONAUT

GOLF - The classic game.

WITH IT WALK - With It Walk.

SCULIDE MAN 2 - Suicide man decides to fall off a rocky cliff.

THE HISTORY OF AMT - The complete history of Any the way back in the 1950's to the present day.

LANDSCAPE VOL.1 - Garden landscape CAD package.

3D SOLVE CROSSWORD - Crossword puzzle game.

SOLAR LODES 2 - 2D space strategy game. Each

turn you must move your

WEATHERMAN - Weather forecaster.

101 MEGABYTES 1.5 MEGABYTES

SCULIDE MAN 2 - Suicide man decides to fall off a rocky

cliff.

THE HISTORY OF AMT - The complete history of Any the

way back in the 1950's to the present day.

LANDSCAPE VOL.1 - Garden landscape CAD package.

PROFESSIONAL BINGO - Computer Bingo

AMIGA BINGO CARD

AMIGA WORD TOWER TESTER VOL.1 - Vide speaks for

-NOT ASOT

SPECTRUM EMULATOR 1.7 - Latest version of this

classic computer emulator.

VIEWER VOL.2 - Super pictures and animation viewer.

AGA GRAPHICS - -NOT ASOT

CD ROM INVENTORY VOL.2 - Stock control, staff wages

and more.

CD ROM BUSINESS LETTERS - A letter for every

customer.

CD ROM ACCOUNTMASTER VOL.2 - Very powerful

accounting package.

CD ROM CHECKBOOK - Keep a track on your

bank account.

CD ROM LAST WILL AND TESTAMENT - Handle

your will and estate planning.

CD ROM FORM HANDLER - Create and print

forms with facility.

CD ROM PERSONAL FINANCIAL PLANNER

CD ROM PERSONAL FINANCIAL PLANNER

CD ROM MACADAM - The Mac Computer Aid Design

program.

CD ROM ULTIMATE JOHN DISK - Edit, move, view

and copy your own disk.

CD ROM BUSINESS - Business management

package.

CD ROM MACADAM - The Mac Computer Aid Design

program.

CD ROM GATTONS GATOR GALLERY - Tops on

Amiga.

CD ROM MINI MONKEY - Funny walking and

moving monkeys.

CD ROM KIDS PARTY - Funny children's function-

ality games.

CD ROM GOLF - Golf simulation game.





# ART GALLERY

Hello luvvies, welcome to the gallery - your chance to shine or get slated as the case may be.

## GARFIELD

by Philip Nelson, Co Derry, Northern Ireland.



① Garfield was drawn using Photon Paint 1.2. First the background colour was created and then the eyes and cheeks were drawn. Next, the eyes were flipped horizontally.



② Then the body was drawn, starting with the shoulder area, moving to the arms and moving the hands to last.



③ Next, he draw the legs and the feet and horizontally flipped the left foot.



④ Most of the colours were filled in using the fill tool and freehand tool. The whiskers were added, followed by the pectorals and hands.



⑤ Finally, using the blend command, some shading was added.

## JEAN MICHEL JARRE OXYGENE



## JEAN MICHEL JARRE

This picture was created by David Sutcliffe, 14, Dagenham, Essex. It was produced in Deluxe Paint 1.0 in low resolution with 16 colours.

## HUBBLE

by Kevin Water, Surbiton, Surrey.



## C&D

by Donald B Happam, Horley, Surrey.



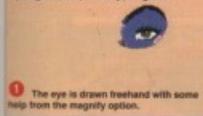


## CATASTROPHE CORNER

Hmm... a rather interesting piece of work - it portrays the angst of modern man and his everyday struggle to find health, wealth and love. Or maybe not - perhaps this was drawn by a egotistical maniac after consuming too many fizzy drinks and chocolate. This would have been acceptable, if done by a five year old, however the culprit is actually 49 and a half. Oh dear.

## MEDUSA

by Engels Hans, Antwerp, Belgium.



① The eye is drawn freehand with some help from the magnify option.

② The mouth is added using freehand.



③ After finishing both the eye and the mouth, the eye was turned horizontally on the other side.



④ A few details were added to get rid of the symmetrical look. Next, a couple of finishing touches to the hair and the face.



⑤ A few small details later and it's the finished product.

## THE BIG STATION AT KHERNE

by James Wilmot,  
Christchurch, New  
Zealand.

① The basic form is designed using  
Sculpt Animate 4D  
and the model is  
saved into DPAvist 4F.

As a backdrop, a few  
stars are added using air-  
brush in cycle mode. The  
large planet at the bottom-left corner and the  
partial circle in the  
bottom-left corner is the  
beginning of a planet.

② Texture was added to the  
planet using a combination of  
shade, smooth and blend for a  
rocky moonlike look. The texture-  
mapping effect on the planet  
was achieved by drawing lines  
with shade turned on and  
plotting small squares for  
each specific area. Finally, once the texture-  
mapping is complete,  
details like the red and  
white lights are added using  
translucency mode.



## FACE

by Derek Healey, Dublin, Ireland.



① The outline is drawn in low-res and then  
the file format is changed to hi-res without  
stretching the image.



② Next, the outline of the face and the  
chin were modified and the hair style was  
then completed.



③ Shadows were added to give it a 3D  
effect. Then the neck and body were also  
shaded in and finally a border was added all  
around the picture.

# CU AMIGA SPECIAL

Welcome to our new look readers' offers. This month sees the launch of our new upgrades for the Amiga A1200.

Unlike some A1200 upgrades, ours are fully PCMCIA compatible. Designed and built in the UK exclusively for CU Amiga - never has it been so affordable to upgrade an A1200 with more memory on a board also capable of adding a 68882 floating point maths co-processor at speeds of up to 50MHz.

**How can we be so cheap?** Well, thanks to the huge success of our campaign to upgrade all Amigas to a minimum of 1Mb, we have exceptional buying power. Also, because so many of our readers buy upgrades we can use the very latest manufacturing technology to produce our upgrades - and hence give you exceptional value.

**So why upgrade your memory?** Probably because a memory upgrade is the most versatile enhancement you can make to your Amiga. Apart from the fact that you need it to run the more powerful Amiga software there are many extra benefits too. You can use some of it as a RAM disk, just like a super-fast extra floppy drive. This means you can avoid the cost of a second floppy drive or hard disk. Some software that claims to need a hard disk will run on your Amiga from a RAM disk. A print spooler can save you time waiting for your printer to finish printing before you get on with your work, using your new RAM instead of upgrading your printer or buying an expensive buffer.

For reasons best known to themselves, Commodore 'forgot' a realtime clock for the A1200. Well, we've put it back with our new UK made A1200 clock for just £12.99. Getting more from your Amiga means at least 1Mb, getting the best means adding as much RAM as you can is the essential Amiga upgrade!

## MOUSE



**ONLY  
£9.99**

### A superb replacement Amiga mouse.

The CU Amiga mouse is a major enhancement because it uses micro switches for the buttons. Our mouse also has a much higher resolution - 280 dots per inch which means you need much less desk space and you get a much finer control.

## MEMORY

### AMIGA A500



UPGRADE TO 1MB

**£14.50**

UPGRADE WITH CLOCK

**£17.99**

### AMIGA A500+



UPGRADE TO 1.5 MB

**£15.99**

UPGRADE TO 2 MB

**£22.99**

## SCANNER TRAY

Do you own a hand scanner?



ONLY  
**£54.99**

Are you fed up with poor quality scanning?

### Our brand new Scanner Tray will improve your results no end!

Simply place over the image and clip the scanner into it and it will act as a guide eliminating hand wobbling. This amazing invention is not available anywhere else. Plus, it will help eradicate all that wasted time correcting mistakes in scanned text with our OCR software. It's a pain scanning pages of text only to find that they're littered with spelling mistakes. This software package will call down on those errors before this even happens.

## 12 GOOD REASONS TO BUY FROM CU AMIGA

All the products offered by CU AMIGA have been carefully selected as being the best in their class. But top quality does not mean top price. Thanks to our huge buying power, we can deliver to our readers the best products at the best prices.

- All memory boards are populated with memory.
- All memory boards are individually tested.
- Support from a top engineer is just a phone call away.
- Prices include VAT, Postage and Packing, the
- price you see is the price you pay.
- No minimum order and no credit card surcharges.
- Memory upgrades carry an exceptional five-year warranty.
- 28 day no-quibble money back guarantee.
- We are here until 8pm every day during the week.
- 24 hour order hotline.
- Because we only sell a few items, your order will normally be supplied straight from our large stocks.
- Your credit or debit card will not be processed if the item you order is not in stock.
- Experienced sales staff are on hand for when you order or if you need advice before placing an order.

# OFFERS

## UPGRADES

### AMIGA A600



UPGRADE TO 2 MB

**£24.99**

UPGRADE TO 2 MB

**£39.99**

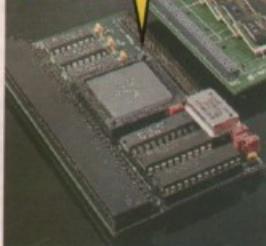
### FREE DISK

Each Memory upgrade comes with a FREE DISK including Memory Test Software, making sure that

you make the very best of your new Amiga memory upgrade.

### AMIGA

### A 1 2 0 0



**NO PRICE CHANGES DUE TO CURRENT MEMORY SHORTAGE.  
THESE ARE TODAY'S PRICES - WHAT YOU SEE IS WHAT YOU PAY!**

### A 1 2 0 0 C L O C K

UPGRADE TO 4 MB PLUS  
FREE MATH CO-PROCESSOR**ONLY £149.00**CLOCK MODULE  
ONLY**£12.99**

Thanks to the massive buying power of CU AMIGA we can offer our readers the cheapest high quality Amiga memory upgrades and other essential add-ons for your Amiga!

## ORDER HOTLINE

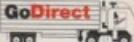
# 0480 891171

Lines are manned from **Monday to Friday 10am to 8pm and on Saturday 10am to 4pm.**

If you call outside these hours you can place an order by answer phone - just enter the information on the order form in the order it appears. You might find it easier to complete the order form before calling so that you can read directly from it.

Please allow 28 days for delivery from when we receive your order. For non receipt of goods phone 0480 891171 between Monday to Friday between 10am and 4pm.

DON'T FORGET...  
**FREE DELIVERY!**



# GoDirect

**CU AMIGA - GO DIRECT**

VINEGAR HILL, ALCONBURY WESTON,  
HUNTINGDON, CAMBS PE17 5JA

AMIGA - THE SAFER WAY TO BUY FOR YOUR AMIGA!  
All correspondence should be addressed solely through GO DIRECT. Enquiries should be directed to the above address, tel 0480 891 171, not CU AMIGA's office.

**FREE!**  
68882 MATH CO-PROCESSOR  
WITH A1200 UPGRADE  
TO FIRST 25 TELEPHONE  
ORDERS ONLY

**cu**

## PRIORITY ORDER FORM

Order by telephone by calling **0480 891171 Mon to Fri 10am to 8pm / Sat 10am to 4pm.** There is an answering machine to take your orders at all other times. If you place your order on the machine, leave the exact details in the order they appear on this form.

### 1. ORDER ITEMS (✓)

- A500 upgrade to 1Mb .....£14.50
- A500 upgrade to 1Mb including clock .....£17.99
- A500+ upgrade to 1.5Mb .....£15.99
- A500+ upgrade to 2Mb .....£22.99
- A600 upgrade to 2Mb .....£24.99
- A600 upgrade to 2Mb including clock .....£34.99
- A1200 upgrade to 4Mb .....£149.00
- A1200 upgrade to 4Mb with 25 MHz 68882 .....£179.00
- Clock Module .....£12.99
- Scanner Tray .....£54.99
- OCR Software .....£99.00

### 2. CUSTOMER DETAILS

Name \_\_\_\_\_

(This should be the name written on the Cheque or Credit Card if payment by this method).

Telephone No: (        ) \_\_\_\_\_

### 3. PAYMENT DETAILS (✓)

Credit Card



Card Number

Switch Issue No.

To expiry

Cheque (✓) Postal Order (✓) Note: Cheques payable to **GO DIRECT LTD.**

Signature \_\_\_\_\_

### 4. DELIVERY DETAILS

Delivery Address \_\_\_\_\_

Postcode \_\_\_\_\_



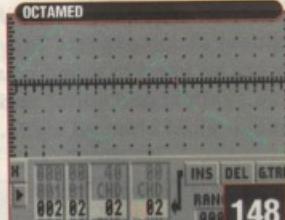
# AMIGA Workshop



## ISSUE 18 JUNE

**Oh no, you've waited all month for CU AMIGA and no sooner does it come than it's gone again! Just another couple of pages and you'll be at the end of another issue! But worry not dear reader, you've still got Workshop to get through and what a packed little section it is too!**

**Over the next few pages we cover Comms, programming, questions and answers, your letters and even throw in the opinion of one of the oldest, sorry, wisest journalists in the business. So don't let me hold you up, delve in there and find the answers to your most pressing problems. And remember, even though you are nearly at the end of this issue, there'll be another one along shortly!**



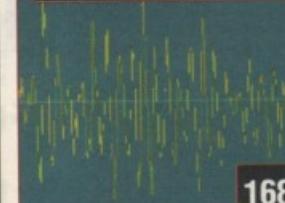
Not only do we give you ultimate programs on our cover disks, but we also show you how to use them. Is there no end to our generosity? Apparently not. Sit tight and fasten your headphones as DJ Horgan and the UnDead Kennedy guide you through the sample editor, synth sound editor and the unique eight channel mode - gosh!

### READER SURVEY



Well looky here: one of those strange marketing-type things, yep, a reader survey. Yeah, I know at first glance it appears boring, but fit it in and discover a whole new world. Okay okay, I jest, but if you fit it in and send it back pronto you could win one of fifty joysticks.

### TONY HORGAN'S SOUND LAB

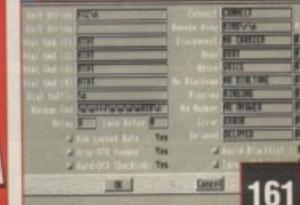


Being, bing, tra la de la, bop, fuzz. Yes, more strange and wonderful sounds can once again be heard as Tony 'T'll have it for you next week Lisa, honest! Horgan shows us what real music is all about. This month, Tony looks at samplers that can be used in conjunction with OctaMED.



Are you fed up taking hours to do something when you know that with a little more technology it would only take minutes? Do you want to reduce the amount of time you spend doing things? If so, take the plunge and bag some hints from man John Kennedy as he unveils the secrets of AmigaOS - can it get more exciting we ask?

### WIRED WORLD



In response to your requests CU AMIGA brings you an all new, improved and brighter Comms page. This month we've doubled our efforts for Comms users. Our very own net racer John Kennedy checks out some electronic FidoNet, whilst Graham Mason takes NComm 3 for a spin.

### BLITZ BASIC



In space no one can hear you scream. Unless of course you program in Blitz Basic, in which case you can do what you want with the alien, or even aliens (how about aliens?). This month, Daniel O'Connor explains how to control more than two aliens on screen at once.

### Regulars

#### 166 QUESTIONS AND ANSWERS

Got a problem? Then our two wonderkids, John and Andy are here to answer your techie problems in a beautifully prosaic way. If you can't understand a tyte from a bit then you need John and Andy!

#### 174 BACKCHAT

Have you seen this month's letters - what a crazy lot! Yes, if you thought *Cary On* was out of touch, for channel four, wait 'till you read page 174! Look, it was all Alan's idea, so blame him!

#### 178 POINTS OF VIEW

This month we let Steve Keen get a word in, not that he needs a chance. Steve looks at the new consoles supposedly coming out and contemplates what we can expect from the CD32 in future.

# OCTAMED 4 TUTORIAL

PART

1

Last month we gave away the amazing OctaMED 4. This month we continue the step-by-step comprehensive tutorial to this massively powerful music program. CU

AMIGA's resident sound experts Tony

Horgan and John Kennedy are on hand to guide you through the sample editor, the synth sound editor and the unique eight channel mode.

## THE SAMPLE EDITOR

One of the best things about OctaMED is the sampler and sample editor section. If you have a sampler that connects to the parallel port of your Amiga, you can use this with OctaMED to grab any sound when it suits you.

As the sampler section is built into OctaMED, there's no need to quit out and load up a separate piece of sampling software. To enter the sampler section all you have to do is click on the SMPED button which is near the top right corner of the screen.

## SAMPLE RATES

Before you start sampling, you need to know about sample rates. When a sound is recorded, the computer takes thousands of snapshots of the incoming sound wave. When the sound is played back, these snapshots are strung together to form one flowing sound wave. The rate at which these snapshots are taken is known as the sample rate. A higher sample rate will give a more accurate reproduction of the sound. Think of it as a digitised picture – a low sample rate is akin to a low-resolution digitised picture. A high sample rate is like a high resolution picture. If the sample rate is too low, the high frequencies in the sound will become distorted, and there's likely to be a ringing overtone to the whole sound. The advantage of a low sample rate, however, is that it will use less memory.

Instead of using kilohertz to define sample rates, OctaMED uses a measurement called a period. The period value is lower for higher sample rates and higher for low sample rates. When OctaMED first loads up, its default period setting is 428. This is no good unless you desperately want really scratchy samples, so you'll need to change it. What you change it to depends on what you're sampling.

## SAMPLING A SOUND

You'll need to be connected to a sampler cartridge to be able to record your own samples. Most varieties are compatible. Press F2 to change the selected octaves to 2 and 3. Now find the Pitch and Destination boxes on the far right of the sample editor window. Move the mouse pointer so that it's over the upper of the two boxes that currently read C-2 (see above).

Hold down the left mouse button, and press Q on the keyboard. This should change the value 428 in the adjacent box to 214. If nothing happens, press F2 to make sure that you've got the

PITCH	214	C-3
DEST	428	C-2

CHANGE RATE

correct octaves selected, and try again. If you're going to sample something that contains high frequencies, such as a drum loop with cymbals, or a vocal that includes "S" or "T" sounds, change the ratio to 170 or less by pressing the E key instead of O when you click in the Pitch box. Otherwise, you'll find the sample is a bit scratchy.

Click on the INSTR button, then click in the long box that appears at the top of the screen. Type in whatever you want to call that sound that you're about to sample, and press return.

Next, you need to set the size of the sample you're about to record. This is measured in bytes. For now, set the sample size to 80,000 bytes (80K). This will give about five seconds of sampling time at the sample rate you just set (214). To set the size of the sample, click in the box marked BUFSIZE, found on the far left of the sample editor panel. Type in 80000 and press return (bearing in mind that there's already a zero in the box, so you only need to enter 4 zeros. You now have a blank space to sample into).

Now you need to get a good sound level coming into the sampler. Click the MONITOR button from the sampler panel, and the blank slot in the middle of the screen should turn to an oscilloscope display. This lets you know whether the

BUFSIZE:	80000	PLAY DISPLAY
START:	0	SHOW RANGE
END:	0	ZOOM IN

incoming sound is too loud or quiet. Connect your sampler to your sound source, and start the source playing. If you don't see a sound wave moving around in the middle box, check your connections and try turning up the volume at your source. Once you've got a signal coming through, watch the wave and see whether it's flattening out at the top and bottom. If so, reduce the volume so that the loudest part of the sound just briefly. If the wave doesn't move far from the central line, then turn the volume up. Look at the examples on the page if all that doesn't make any sense at all.

When the levels are correct, click the MONITOR button to exit monitor mode, and then click the RECORD button. The oscilloscope will come

This is the opt

0001/0001 000/000 23 E SP CHN

This is too qui

0001/0001 000/000 23 E SP CHN

This is too loud an

0001/0001 000/000 23 E SP CHN

up again, allowing you to cue up your sound. Just before the bit you want to sample, click the left mouse button a second time to start recording. The screen will go black while it concentrates on recording, but will automatically jump back to the sampler screen once it's filled up its allotted 80K of sample space.

## EDITING SAMPLES

You now have a sample – hurrah! Press any of the normal keys to play back your sample at different pitches. You can now trim the unwanted parts from the sample.

Use the right mouse button to highlight an area at the start of the sample. If you want to extend the highlighted area (referred to as the range), hold down the shift key when you use the right button.

Use the PLAY RANGE button to hear the selected area. Click on SHOW RANGE to magnify this area to the full width of the screen. Locate the parts you don't want, highlight them, listen to them with the PLAY RANGE button, and then click on CUT when you've highlighted unwanted parts. Use the ZOOM OUT and SHOW ALL buttons to view more of the sample.

## PLAY RANGE

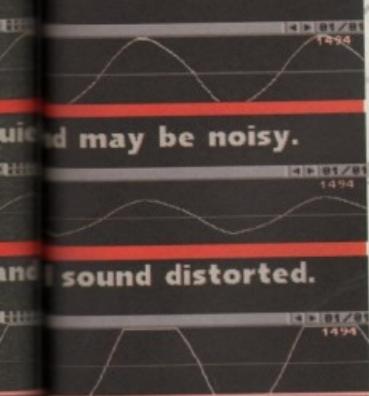
TIME 66:18 + OctaMED

SAVE FORMAT:	INFO	LORD SONG
HOST 1+INST1	ICOM	SOME SONG
HOST 2+INST2	WAVE	WAVE SONG
HOST 3 (OLD)	DIF	Work : Samp
ST-MODULE	FILE	My sample

## SAVING A SAMPLE

To save out your sample to disk, click on the FILES button. Wait for the drive light to go out, and insert a formatted disk in the internal drive. Click on DFO: in the devices list on the right of the screen. Click in the FILE box and type in a name

## volume level.



for the sample and press return. Click the SAVE INSTR button to save the sample.

## SAMPLER EFFECTS

There are a number of effects you can use from the sample editor to improve the sound quality and spice up your samples. All of the effects buttons work on the highlighted range of the sample, leaving the unselected parts as they were.

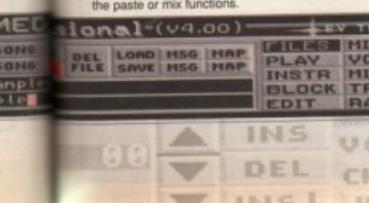
Sometimes your sample doesn't sound as bright as the original – this is usually due to a loss of treble in the sample. To counter this, highlight the whole sample (or the section you want to affect), and click the BOOST button. You'll hear the difference when

**BOOST 16 1**

you play the sample again. The two numbers to the right of the button are the settings for the boost and filter controls. Experiment with these for some weird effects. Filtering the sample can cut out a lot of unwanted bass, and can be especially useful for sampled basses. Use the FILT button to filter the sound. REV turns the sample around, so that it plays in reverse. Cut, copy, paste, delete and clear work as they would in any other package. Anything

**FILT BOOST 16 1**

that's cut or copied is stored in a temporary buffer, the contents of which are used whenever you use the paste or mix functions.



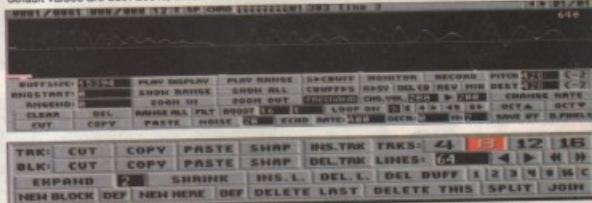
Echoes can be put on the sample with the ECHO button. This uses the three parameters to define the gaps between each echo, the decay rates, and the number of echoes. A random white noise creator is also included, activated by the NOISE button just left of the echo button. The value to the right of the button is the level of noise, which can be changed by clicking in the box and entering a new value. You can use this to mix in some hissy noise over an existing sample, or just create some pure noise in a blank sample. You

## NOISE 20

might want to use the BOOST option to emphasise the noise. This is particularly handy for generating your own drum and cymbal sounds.

Freehand is a useful option that lets you edit the sample wave by actually drawing it on-screen with the mouse. As soon as you click the FREEHAND button, the sample window zooms in close on the sound wave. You can now draw in the sample window by holding down the left mouse button. Try this if you need to remove tiny clicks or pops from a sample.

Just to the right of the freehand button you'll find the CHG VOL button. This stands for Change Volume – can you guess what it does? The first parameter is the volume for the start of the sample (as a percentage of the original volume), and the second is the end volume. This means you can create volume fades by using two different values. The default values are both 200%, which would of



course make the sample twice its original volume. Remember that you can only turn the volume up so far before the sample becomes distorted.

S-CBUFF copies the current sample into the copy buffer, CBUFF-S pastes the contents of the copy buffer into the sample window. DEL CB discards the copy buffer (can save a little RAM), and R-SYN copies the sample into the synth editor. The CHANGE RATE button will re-sample your sound so that it plays back at a different pitch, using the PITCH and DEST(ination) values. OCT up and OCT down will transpose the sample data a whole octave up or down, either doubling or halving the size of the sample in the process.

## EIGHT CHANNEL MODE

One of Octamed 4's most powerful features is its 8 channel mode. Normally the Amiga can play up to 4 samples simultaneously, but thanks to some very clever programming, Octamed 4 can play eight. It manages this by mixing eight samples together to make four, which it then pumps out through the normal sound channels. This does come at a cost though – you'll have to make do with reduced sound quality and more approximate tempo control.

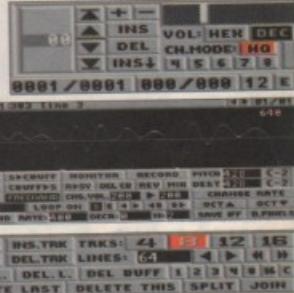
To enter eight channel mode click one of the buttons marked 4-8 on the main PLAY panel. If you only want to use five channels, click the five button. There's no point in getting the program to mix eight channels if you're not using them all – on slower Amigas there's a very noticeable loss of speed, which is minimised by selecting fewer channels.



You'll be asked if you want to halve the samples as soon as you enter anything over four channel mode. Press Y for yes. This will halve the volume of all the samples currently have loaded, and will automatically do the same to any samples that are loaded in from now on. If you don't halve the samples, when the channels are mixed, the combined samples will be too loud, and will sound distorted.

In order to use the full eight channels, you'll need to set the number of tracks in each block to eight. Do this by clicking on BLOCK, then on the eight button. The display changes to show all eight tracks at once, which can be a bit hard to see on a TV, but unfortunately there's no way around this. The speed control is now limited to the secondary tempo.

The tempo slider on the left now has no effect, so you need to use the one on the right. A lower value equates to a faster tempo. You'll notice that



the secondary tempo doesn't allow for as fine tweaking as the primary tempo.

If your Amiga has an accelerated processor (68020 or higher) you can use the HQ button to squeeze some extra sound quality (most notably treble response) from the 8 channel mode.

## SYNTH SOUNDS

One of the many features which makes Octamed 4 a rather special sound tracker is its ability to create its own sounds from scratch. Rather than relying on samples (either your own, or those of someone else) it is possible to generate noises completely synthetically. It's like owning a very expensive synthesiser, without the expense!

## STAGE ONE

Load up your copy of Octamed 4, and select the INSTR edit screen. Enter a good name, and then select the sound type. Ignore any 'Error: object not found' messages when you enter the name. Octamed 4 can use three types of sound: samples, synth sounds and hybrid sounds, which are a combination of the first two. Click the SYNTH button next to the word TYPE on the instrument panel. Now you need to go to the waveform editing screen, so select SYNTH from the buttons on the far right.

## STAGE TWO

There are two oscilloscope displays for you to draw your waves into. The one on the right is for experiments, the one on the left is the main

QUALITY AMIGA PUBLIC DOMAIN AND SHAREWARE SOFTWARE

**ORIGIN AGA**  
Stunning new demo for AGA.  
Nice graphics vector  
tunnels sounds &graphics  
Order Code A595 (2)

**NEW STUFF**

**ANALOGIC**

**Analogic Computers (UK) Ltd**  
Unit 6, Ashway Centre,  
Elm Crescent  
Kingston-upon-Thames  
Surrey KT2 6HH

**Telephone Mon-Fri 9am-6.30pm  
Sat 9am-5.00pm**  
**081-546 9575**  
**Tel/Fax: : 081-541 4671**

**COMPUTERS AND MONITORS  
REPAIRS WHILE-U-WAIT!!!**

- AMIGA A500/A600/A1200 REPAIRS WITHOUT DIAGNOSTIC FEES
  - FIXED CHARGES (A500 AND A500+ ONLY)
  - FAST TURNAROUND
  - MANY COMPUTER REPAIRS DONE WHILE-U-WAIT
  - WE PROVIDE PICK-UP SERVICE FOR REPAIRS FOR ONLY £6.00 + VAT
  - QUOTATION ON A600/A1200 AND MONITOR REPAIRS

**HEWLETT PACKARD PRINTERS**

HP310	\$299.95
HP520	\$249.95
HP550 C	\$399.95
HP560C	\$499.95

## ACCESSORIES

512K RAM A500	94.95	SUPER PRO ZIPSTICK	14.95
512K RAM A500+	94.95	10 BRANDED BLANK DISKS	9.95
1MEG RAM A500+	44.95	10 UNBRANDED BLANK DISKS	5.95
1MEG RAM + Clock A600	54.95	MODEM CABLE	9.95
AMIGA 290 DPI Mouse	14.95	PRINTER CABLE	9.95
SCART LEAD	14.95		
MOUSE MAT	4.95	A1200 RAM	POA
DUST COVER	4.95	ACCELERATORS	POA

## FLOPPY DRIVES

1 Meg 3.5" A500 Internal ..... £44.95  
 1 Meg 3.5" A600 Internal ..... £54.95  
 1 Meg 3.5" A1900 Internal ..... £54.95

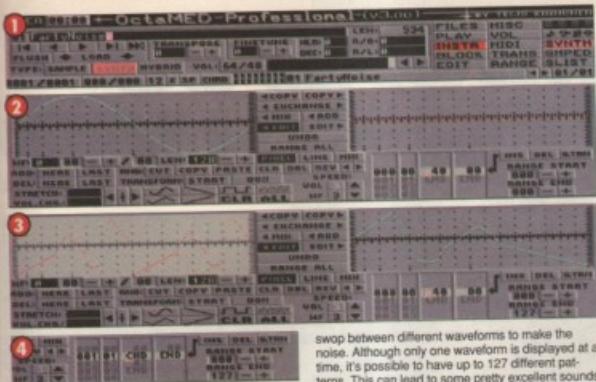
## CHIPS AND SPARES

KICKSTART ROM V1.3 .....	24.95	8375 1 MEG FATTER AGNUS .....	24.95
KICKSTART ROM V2.04 .....	24.95	8375 2 MEG FATTER AGNUS .....	29.95
KICKSTART ROM V2.05 .....	34.95	PAULA .....	19.95
ROM SHARER .....	19.95	GARY .....	11.95
A500/A500+ Keyboard .....	49.95	CIA .....	8.95
A600/A1200+ Keyboard .....	69.95	68000 .....	14.95
AMIGA PSU .....	44.95	6570 KEYBOARD CHIP .....	24.95

\* All prices include VAT and SAME DAY DESPATCH subject to availability \* Fixed charge for repair does not include disk drive replacement nor keyboard

\* All prices subject to change without notice. \* We reserve the right to refuse any computer/monitor repair





waveform. You can swap between them at any time, or copy one waveform back and forward between screens for editing. You can also add and mix the waveforms together.

For the moment, make sure the EDIT arrow is pointing to the left, and click on one of the quick-set waveforms (the sine, square, saw, ramp or random wave). The wave should appear on the scope, and if you press the normal OctaMED keys you should be able to hear it.

### STAGE THREE

You can edit the wave by drawing over it (select the PIXEL, LINE or MIX buttons to see what difference they make). If you are brave, you can try designing a waveform from scratch. If you select RANGE ALL, the buttons marked DBL and REV will start to have interesting effects (DBL doubles the pitch of the sound, REV reverses the wave). Remember the UNDO button when you get carried away.

Unfortunately, simply squiggle like this is unlikely to produce top-quality results. In fact, you'll probably end up with a pretty unusable fart noise. Time to move onto the next stage...

### STAGE FOUR

OctaMED comes with its own programming language to help you control how sounds are made. There are two lists of these special OctaMED control instructions over at the bottom right-hand side of the screen. The one to the left controls the volume, the one to the right offers more control over the waveform itself.

The default setting is a volume of '40', which is in hexadecimal. In decimal terms this is '64': the maximum allowable volume. Let's make the volume decay with time.

First press the ESC key to enter edit mode, and use the INS button to create two new lines. Alter the list so it reads 40, CHD.2 (as seen below). To do this, move the small red square cursor to the far left position, and enter 40. Now move to the next line down, and press D on the keyboard, which will enter the CHD command. If you just hear the note play, check that you are in edit mode. Enter 02 into the next line down.

Press ESC again, and then a few keys to trigger the sound. You should find it decreases in a much more musical fashion.

### STAGE FIVE

The waveform control instructions are used in the same way. You can add some vibrato with VBR, and also slide the pitch up and down with CHU and CHD. If you enter a number by itself, OctaMED will

swap between different waveforms to make the noise. Although only one waveform is displayed at a time, it's possible to have up to 127 different patterns. This can lead to some pretty excellent sounds – filter sweeping is only one possibility.

If you are worried about the prospect of entering all 128 different waveforms by hand, you'll be delighted to learn that OctaMED can create them all automatically. You can actually 'morph' between two sounds: all you need to do is supply a start and an end and let OctaMED do the rest. Use ADD (on the left of the panel) to create a few new waveform slots, and then click on the Square wave button. Now go back to the first waveform (which should still have the Sine wave) using the plus and minus buttons next to the WF indicator, click START and go back to the last waveform and click DO!. OctaMED will morph the waveforms in-between from the Sine to the Square – but you won't be able to hear anything other than the first waveform if you don't alter the settings in the programming table.

### STAGE SIX

You'll see that the default number is 0 in the programming table – which means 'play waveform zero'. If you alter this (remember to hit ESC first if you're not in edit mode) you can play any of the other waves you have created.

However, things start to get really interesting when you add more than one waveform. Use the INS button to add more positions, and then enter 0,1,2,3,4,5,6,7,8 (or whatever your last wave was) and 8,7,6,5,5,4,3,2,1. When you play this (hit ESC again, first) you'll hear a nicely flanging sound.

There are many advantages to creating your own sounds in this way – not only are you virtually guaranteed a bit of originality, but the sounds you create will use up a lot less RAM that sampled sounds.

See the panel to the right on volume and waveform instructions for further info on creating your own sounds. EU

## SYNTHSOUND PROGRAMMING

Here is a very handy list of commands for use in the synth sound editor as described in this article. The symbols ?? = a hex number, for example 00, 02 or 2F.

### VOLUME INSTRUCTIONS

#### ?? Set Volume

When a hex number from 0 to 40 is used with no command name, this sets the volume to an absolute level.

#### CHD ?? Change volume down

Press D. The number which appears beneath the CHD command is the rate at which the volume decreases.

#### CHU ?? Change volume up

Press U. The number which appears beneath the CHU command is the rate at which the volume increases.

#### JMP ?? Jump

Press J. A JMP will skip to the supplied line number, thus allowing loops. You must ensure there is at least one other instruction in the loop (a WA even) or the program will lock up.

#### HLT Halt

Press H. Halt will pause the control list, but a jump can be used to avoid it.

#### WAJ ?? Wait

Press W. This will delay the instructions list for the following number of time cycles.

### WAVEFORM INSTRUCTIONS

The list waveform instructions include JMP and HLT, as well as:

#### ?? Set waveform

A number by itself is the waveform to be played.

#### CHD ?? Change pitch down

Press D. Decrease the pitch of the note specified.

#### RES Reset

Press R. Reset the pitch to initial level.

#### ARP ?? ... ?? ARE Start/end arpeggio definition

The numbers between the ARP and ARE are the offsets from the baseline. Try ARP, 0, 3, 5, ARE.

#### VBD ?? Vibrato depth

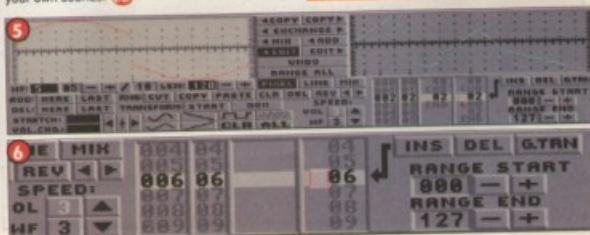
Press V. The degree of vibrato

#### VBS ?? Vibrato speed

Press SHIFT V. The rate of vibrato.

### NEXT MONTH

OctaMED 4 is also a powerful MIDI sequences. What's more, it can do all its usual tricks with high quality Amiga samples, and handle MIDI sequencing simultaneously – a feat that absolutely no other program can manage! Next month we'll spill the beans on how to unleash its MIDI power, and investigate some of OctaMED's trickier features. Until then, keep on groovin'.



# THE AMIGADOS PROBLEM SOLVER

**John Kennedy, the man with the answers, dons his Shell Suit to take another look at making the most of the Amiga's advanced operating system.**

**D**o you want to speed up operations and customise your workbench? Yes, well read on to find out about some handy tricks that can do just that.

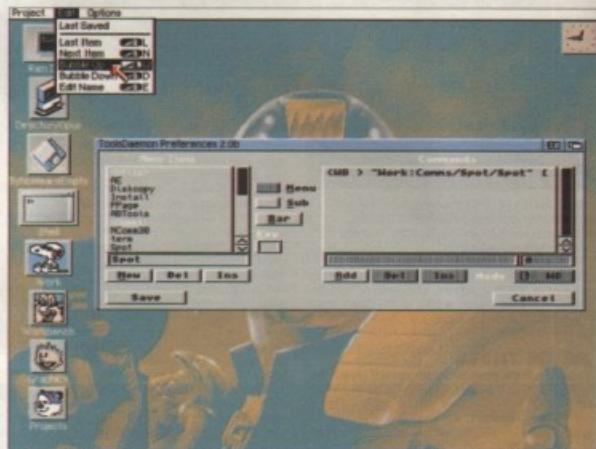
The Amiga's Shell is an incredibly clever thing – you can copy files, delete them, edit them: in fact you can do anything you can do from the Workbench, and a whole lot more besides. I use the Shell so much that I have its icon permanently 'left out' on the Workbench, but some folk even get their operating system to open one for them every time they boot, by altering the Startup Sequence.

Unfortunately, Commodore decided not to include a manual on using AmigaOS with the A1200, which means a lot of users know virtually nothing about how to use it. By trial, error and a bit of looking around you should be able to work out a few basic Shell commands. Once you have the shell open, you should at least have a fair idea that DIR will produce a list of the files in the current directory – but that can be the limit.

The table below contains a handy run down of some of the more useful Shell commands for you to keep as a reference.

## SIMPLE AMIGADOS COMMANDS

AmigaOS Command	Function	Example
newshell	Open a new shell window	newshell
endd	Close the existing window	endd
run	Start a program in the background	run newshell
dir	Obtain a list of the files in the current directory, or in the named directory.	dir d0:
cd	Move to another directory or move back up one sub-directory, or display the name of the current one.	cd d0: cd / cd
ed	Edit an existing file or create a new one. Press ESC and Q to quit without saving, and ESC and X to save and quit.	ed start-up sequence
delete	Erase a file	delete romplug.bsk
list	As DIR but with more information and options	list d0:
copy	Duplicate a file	copy d0:plip d1:



Configuring ToolsDaemon is easy, you simply drag the icons of your favourite programs and drop them in the Spot window. The menu item will be automatically created for you.

Note: references to the CLI mean more or less the same thing as the Shell. Earlier versions of



The easiest way to start ToolsDaemon is to put a small program in the WBStartup drawer. Now every time your Amiga boots, the extra menu items will be present.

Workbench only had a CLI, which lacked basic editing facilities. For example, you couldn't press arrow-up to get the last thing you had typed.

Run is useful if you need to do several things at once. If you open a Shell window and enter:

run copy d0:plip d1: QUIET

You can carry on with other commands whilst this copy process is done in the background. This is what the Amiga's 'multitasking' operating system is all about.

Sometimes you can't close a window if a task is still being processed. If this is the case, use the following listing.

run `run: <file> My program here`

This will 'redirect' any input and output which 'My\_program\_here' may generate to a non-existent device, and suppress any messages or replies. It is especially handy to use in the Startup-sequence to stop programs opening tedious little windows.

## WORKBENCH UTILITY PROGRAMS

One of the Amiga Workbench's better features is the ease at which extra programs can be integrated into it, to make life easier.

## TOOLSDAEMON

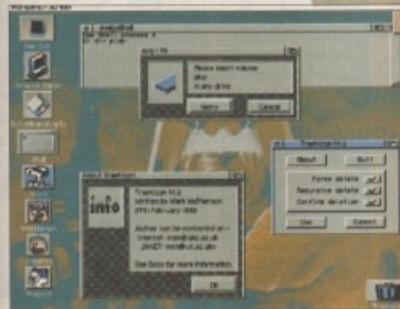
One of the many such programs I find almost invaluable is called ToolsDaemon, written by the incredibly busy Nick Francois. ToolsDaemon offers an easy way to add your own menus to the Workbench, and each item is really one of your favourite programs. Instead of having to wade through dozens of drawers and directories trying to find Deluxe Paint, you can create a menu called 'Graphics' and include DPaint as an entry. When you select the DPaint menu option, the program will automatically load - hardly or what?

ToolsDaemon is best used with a hard drive system, although if you give your floppy disk sensible names and stick to them, you might be able to use it with a floppy-only system. It's available from any good Public Domain library, so do yourself a favour and get a copy.

## TRASHICON

I rarely, if ever, use the Trash icon that comes as part of the Workbench. In fact, when formating disks I always use the NOICONS option to make sure one is created. The main reason I don't use the Trash icon is that it can't be left out on the Workbench - it can only stay within the disk window. To get around this, Mark McPherson has written a program called TrashIcon which can't be left out. In fact, it's a program which has an icon instead of a window. Whenever something is dropped into it, it gets deleted. It's much closer to the Apple Mac's Trashcan, and as a result a lot easier to use. Look out for it.

Incidentally, the snazzy looking requesters are created by a program called ARQ. It patches the system requesters to include little animated pictures and when used with MagicWB it looks really good. 



**TrashIcon** is a program which creates a litter bin that can be left out on the workbench. Ask your favourite Public Domain for it, and get TinyClock v2 as well (look at the top right of the screen). The ARQ requesters also add a touch of class to this MagicWB-enriched Workbench, with the scanned backdrop in sixteen pixel shades rounding off the ensemble beautifully.

# WILDCARDS

**W**ildcards are an incredibly useful way of saving your fingers from wearing out. These can be used whenever a normal filename would occur, but can speed up a lot of operations.

There are two symbols that AmigaDOS uses: the '\*' hash symbol (known as the 'pound' symbol by Americans) and the '?' question mark. If you are used to the PC and MS-DOS then you'll have some re-learning to do, as the '\*' star isn't used by default.

When used in a filename, a '?' means 'any character' so the list of following filenames are all equivalent:

```
testfile1.dat  
testfile2.dat  
test???.dat  
?estfile1.dat?  
????????.dat?
```

The 'hash' mark is used to mean 'any number of (or no) characters', so the following filenames are all equal:

```
.asfle.xxx  
#asfle.xxx  
#p#asfle.xx  
#p#asfle.xk
```

Now the combination of the wildcard symbols is what makes them most useful. The following files are all equal. Remember that AmigaDOS is very flexible with filenames, and certainly doesn't limit them to a group of eight characters, a full stop and three more characters.

```
my_picture.iff  
my_picture.??.  
my_?.iff  
my??.  
#?
```

Now for some practical examples. Say you had a list of images which you needed to copy from one disk to another. All the pictures had different names, but you had the foresight to include 'iff' somewhere in their names. For example, they might be like this: John.iff, BindyTheCat.IFF, IFF\_of\_Sam.

You can copy all these files with one command: `copy d0:#?iff?# to d1:*` The wildcards will get anything which has 'iff' somewhere in it. Note that AmigaDOS is not case specific. If the files are all stored in a directory called 'pictures' you would use a CLI command like this:

```
copy  
d0:picture/*?iff?# to  
d1:*
```

If you wanted to re-create the directory, include the name of the new directory, like this:

```
copy d0:picture/*?iff?# to d1:picture
```

This will create a new directory, and copy only

the files with 'iff' in their names into it. If you don't want to see a list of filenames, but QUIET at the end of the command, like this:

```
copy d0:picture/*?iff?# to d1:picture QUIET
```

With Workbench 2 and up, a new and useful little symbol was added - the '~' or tilde. It's obtained by shifting the key beneath the ESC key. The tilde means 'not', so you can obtain a listing of all files that don't have 'iff' in their names with a command like this:

```
list ~(*?iff*)?
```

The brackets are optional, but they are there to try and make it clearer to see what is going on. Things can start to get tricky, especially when you use the 'I' symbol, which means 'or'. For example, to list all files which have 'iff' or 'gif' in their names, use the following:

```
list (#?iff#)?(#gif#)?
```

If you want to miss out any files ending with 'info' (in other words, the icons), use this:

```
list (#?gif#)?(#ife#)?(~?lnfo#)
```

You can see that although wildcards are powerful, they can quickly get well out of hand. Sometimes you spend more time thinking of the combination of 'iff' and 'i?'s and 's' to use than you would have copying each file in turn. That's compelling for you!

Deleting old files is an essential chore that you need to do before you fill your entire hard or floppy disk with rubbish. Wildcards can speed things up.

```
delete #?bak
```

will remove any old files. It's worth testing the command by swapping 'delete' with a 'list' before you accidentally nuke something important. You especially don't want to enter:

```
delete #?
```

Or you might lose everything...

If you want to remove a directory and the contents, use a command like this:

```
delete d0:picture/*
```

Now this will delete the files in the pictures directory, but it won't delete the directory itself. To do that include the ALL keyword, like this:

```
delete d0:picture/* ALL
```

You might get an error message 'can't delete such-and-such in use'. This could be because an ASSIGN has been made to the file, so check your startup-sequence for and references.

## NEXT MONTH

John continues on his voyage of AmigaDOS discovery, bridging great, yawning chasms of misunderstanding and crossing the frontiers of knowledge in his quest to help you use your Amiga for bigger and better things.

# This is Janika.

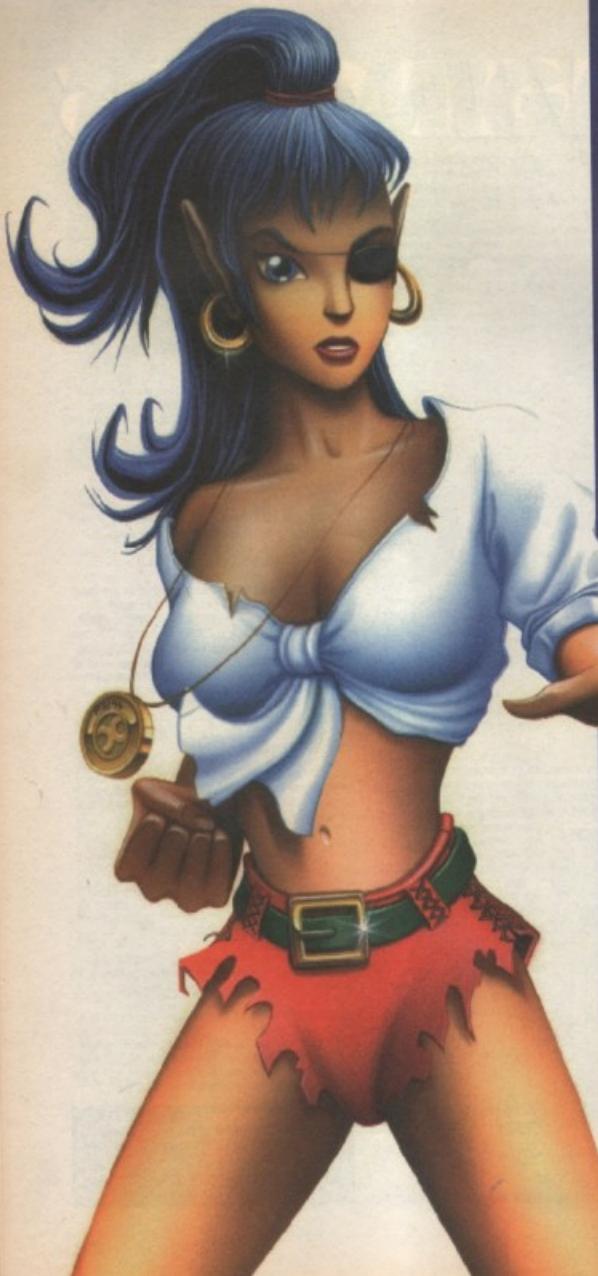
**She's intelligent.**

**She cares about the environment.**

**She's got a good job.**

**She's ambitious.**

**And she's going to kick your teeth in.**



We're feeling pretty hard at the moment because the June issue of *The One* is going to be a veritable bloodbath. Janika will be performing amateur dentistry with her mates in our fantastic four-page review of *ELFMANIA*. We'll be bruising our shins and elbowing each other in the face as we take a look at *JAMES POND 3* and *SIERRA SOCCER*. And we'll no doubt be doing lots of other crazy things, because we're like that sometimes.

Even our coverdisks are the toughest in the business. We'll have a massive *ARMOUR-GEDDON II* demo, two complete levels from ICE's forthcoming *GULP!* plus 15 levels of platform mayhem with *TOUCH 'N' GO* and a completely brilliant version of that old classic *DIG DUG*. There'll probably be some other stuff as well, but we're not going to give you any more info because it's all top secret and if you found out we'd have to kill you.

Anyway, we're bored with talking to you now. We're off round the Krays' house for a quiet game of bridge.

THE  
**ONE**  
AMIGA

JUNE ISSUE  
ON SALE  
MAY 28TH.  
BUY IT. OR  
WE'LL SEND  
THE BOYS  
ROUND.

cu

# AMIGA

## BACK ISSUES



**D**o you feel that you are missing out on something in life? Do people point and stare at you when you pass them in the street? Do you walk into a pub and everyone else leaves, muttering something about leaving the iron on at home, the cat needing neutering, or the fact that they don't really like the decor in this particular establishment?

If the answer to the above questions are no, then you obviously have a complete library of CU AMIGA and are a well-adjusted, socially acceptable person. If you've answered yes, well, maybe it's because they know your deep, dark secret - you don't have a complete library of CU AMIGA. C' on then, you can't really call this inexcusably amateur quality and restore yourself confidence and social standing? Well, we've called Tower Publishing to get all the available back issues of CU AMIGA, complete with disks, and put them in a handy pile, ready for you to order. So don't delay, fill out the form below and send to Amiga Back Issues, Tower Publishing, Tower House, Sovereign Park, Lathkill St, Market Harborough LE16 1EF.

### CU AMIGA BACK ISSUES ORDER FORM

Any gaps in your CU AMIGA collection? Britain's fastest growing Amiga magazine is giving you another chance to pick up those missing issues.

As you can see we sell out pretty quickly so order now! (Hurry, stocks are limited!)

RATES:

U.K.: £5.99, Europe: £6.50, Rest of World: £8.50

All prices include postage and packaging.

To order simply complete the form below, enclose payment if applicable, and send to CU Amiga Back Issues, Tower Publishing, Tower House, Sovereign Park, Lathkill St, Market Harborough, Leics LE16 1EF.

### CU AMIGA BACK ISSUES ORDER FORM

SEND TO : CU AMIGA BACK ISSUES, TOWER PUBLISHING, TOWER HOUSE, SOVEREIGN PARK, LATHKILL ST, MARKET HARBOROUGH, LEICS LE16 9EF.

Please rush me the following back issue(s) of CU Amiga:

QTY                   ISSUE  
\_\_\_\_\_

Total amount: £ . . . . .

(Rates per back issue: U.K: £5.99, Europe: £6.50, R.O.W: £8.50)

Method of Payment (please tick):

I enclose a cheque made payable to EMAP Images Ltd.

Please debit my ..... card.

No \_\_\_\_\_  
(Visa, Access, American Express, Amex, Diners Club accepted.)

expires \_\_\_\_\_

Name .....

Address .....

Postcode .....

Telephone no. ....

Please allow 28 days for fulfillment upon receipt of request. Back issues subject to availability - all titles shown are available at time of the current issue going to press.

November 1992

Cover: AA000.

On Disk: Videoscape 3D animation package plus playable demo of Legends of Valour and Swashbuckler.

Inside: Amiga 4000 first test, which Amiga should you buy? Lethal Weapon and Shadowlands and Office 2 reviewed.

December 1992 - Sold out!

January 1993 - Sold out!

February 1993 - Sold out!

March 1993 - Sold out!

April 1993 - Sold out!

May 1993 - Sold out

June 1993 - Sold out!

July 1993

Cover: Full motion video.

On Disk: Workbench Management System v2.0, plus playable demos of The Patriarch and FT Challenge. Inside: Full Motion Video examined.

Syndicate, Ishar 2 and Dune II reviewed, plus Vista Pro 2 and buyers guide to DTP packages and joysticks.

August 1993

Cover: CD32.

On Disk: Interword, a completely spelling word processor, plus a playable demo of Virgin's Apocalypse. Inside: Muscle Up - a roundup of RAM expansions, V-Lab digitising system, Deluxe Music Construction Set 2.9, Brutal Sports, Jurasik Park.

September 1993 - Sold out

October 1993

Cover: Star Trek 25th Anniversary

On Disk: Flexisound 2.5 - the ultimate image processing and printing tool, plus playable demos of Wonderdog and Mean Arenas (1Mb only).

Inside: A meeting of minds - CU chairs an Amiga user's debate, Star Trek 25th and Sun Hawk reviewed plus Digital Creations.

November 1993

Cover: Frontier.

On Disk: The absolutely superb

graphics/DTP package, ExpertDraw (1Mb only), plus unbelievably brilliant demos of Frontier, Owak and Magic Beay.

Inside: Gammrph! There's an extra magazine included - a complete guide to the Amiga, plus tons of hardware and software reviews, including Proline.

December 1993

Cover: Amazing!

On Disk: Angles Animator - the animation program and Spectroclone, plus demos of Turrican 3 and The Settlers. Wow!

Inside: Exclusive 52 page Deluxe Paint guide, Christian buyers guide, Microcom on CD32, Terminator 2 Arcade Game, Alien Breed 2 and The Settlers.

January 1994

Cover: Animation and graphics special.

On Disk: Sensible Software's Shoot 'em up Construction Kit, Fent Grabber, plus a fully playable demo of Mortal Kombat (1Mb only). Inside: DPaint vs Brilliance, the showdown, Vidi 12/24 RT, MediaPoint multimedia, Beneath a Steel Sky, Cannon Fodder, Zool 2.

February 1994

Cover: Scala/Multimedia.

On disk: Scala, the top rated home video title (1Mb only), plus a completely fab demo of Simon the Sorcerer (1Mb only). Inside: Scala - the multimedia controller, plus reviews of Fractal Pro 8.0, Craft, Aladdin 4.0, Gobblins 3, Simon the Sorcerer and Skidmarks.

March 1994

Cover: Don't get lost in multimedia.

On Disk: Softfile Database and Craft, an Amiga programming extension, plus a completely spelling demo of K240 (1Mb only). Inside: Full Motion Video evaluated, VideoMaster vs Sound and Vision and TV Player 2 reviewed, plus Manchester United and super Methane Bros.

April 1994

Cover: Cash in - turning ideas into money on the Amiga.

On Disk: Adorase, Task Force, Master Virus Killer, King's Quest VI and Dots. Inside: Reviews of Demomanic, Imagine 2.9, Darkman, Naughty Queso, King's Quest VI, Switch Outz, and Simon the Sorcerer.

NB: Offers and advertisements may be out of date when you order a back issue.



## A500 HARD DISKS

All the features  
...without the price

- SCSI HARD DISK MECHANISMS for optimum performance, fast Access Time & Autospin-up
- SCSI Hard Disk with 100Mb capacity
- COOL... by popular demand, we have listed a Cooling Fan!
- GAME SWITCH allows Games to be traded without disconnection
- High quality metal casing, colour and style matched to the Amiga 500
- Option for up to 4Mb additional RAM EXPANSION, using SIMM's
- Compatible with Reference Add-on Hard Drive and Reference RAM unit
- Includes Amiga 500 Power Supply, 12V 1A, 100% guaranteed use of Hard Disks without independent power supply.
- Includes HD Setup 2.0 SCSI low level format and partition utility & MAMBA/BACKUP PRO (both on floppy)

40Mb model      100Mb model

**£219.99**

**£249.99**

2Mb RAM Version: ADD C94  
4Mb RAM Version: ADD C188



**AMIGA VERDICT: 84%**

"Very attractive indeed - you get a good deal for a decent drive." - *Amiga* 100



## A500 8Mb RAM UNIT

Incorporating the latest "ZIP" DRAM technology, our External Memory Upgrade allows the A500 / A500+ to be upgraded by up to a further 8Mb of auto-configuring FASTRAM.



- RAM access LED
- RAM test/run switch
- RAM 4Mb or 8Mb
- RAM 8Mb or 16Mb
- Very low power consumption
- Throughput for further expansion
- Optional PSU (allows Amiga to power other devices)
- Available fitted with 2Mb, 4Mb, or fully populated with 8Mb
- Compatible with AS90 and most other SCSI Hard Drives (please call to check)

with 2Mb fitted      with 4Mb fitted      with 8Mb fitted

**£129.99**

**£179.99**

**£279.99**

PARTIALLY POPULATED UNITS EXPAND TO 8Mb WITH 2Mb MODULES, AT ONLY £39.99 PER 2Mb • OPTIONAL POWER SUPPLY £14.99



## A500 512k RAM/CLOCK UPGRADE

ONLY £19.99

Also without clock for only £18.99

## 3.5" FLOPPY DRIVES

### External Floppy Drive

- Very compact
- External design
- Suitable any Amiga
- Cooling vents
- 3.5" 1.44Mb
- Formatted Capacity
- Sleek, high quality metal case
- Quality Circuit board
- Internal switch
- External switch
- Long reach connection cable
- Throughput facility for addition of further drives

Amazing low price!  
ONLY £52.99

A500 Replacement Internal Floppy Drive Kit

Fully compatible, uses 1Mb RAM instead of 512k. Straightforward installation procedure. Kit includes full fitting instructions. ONLY £44.99



## A600 1Mb RAM/CLOCK UPGRADE

UPGRADE YOUR NEW A600 TO 2Mb WITH THIS SIMPLE PLUG-IN MEMORY UPGRADE!

- Simple one piece plug-in into rear expansion area
- Increases total RAM capacity of A600 to 2Mb 'chipRAM'
- RAM Enable / Disable Switch
- Battery-Backed Real-Time Clock

ONLY £48.99

## 1.5Mb RAM BOARD

Fully populated board increases total RAM to 1.5Mb. • Plug into trap door area, & connects to "GARY" chip • Includes Battery-backed Real-time clock • RAM 1.5Mb • RAM 1.5Mb • 100% 1.5Mb FASTRAM installed

ONLY £73.99

Clock Ram Board with clock

£3.99

N.B.: The expansion board requires Kickstart 1.3 to operate. Kickstart 1.3 upgrade available from us for £29.95

## A500+ 1Mb UPGRADE

THE FASTEST AND EASIEST WAY TO UPGRADE YOUR A500+ TO 2Mb RAM!

- Simply plugs into trap door expansion area
- Increases total RAM capacity to 2Mb
- RAM Enable / Disable Switch
- Compact unit only
- Only 8 line power RAM IC's
- High reliability

ONLY £42.99

## PRINTERS

Evesham Micros special - all our Star prices include 12 months On-site maintenance

Star LC 1000 Entry level Colour, 4 fonts

## Panasonic KX-P2123

The KX-P2123 offers quiet operation, colour, Super Letter Quality printing and extensive paper handling. It is a reliable and treated design. A viewing window is included and it has an affordable price.

Colour Printing: Colour contrast, crop graphics easily by utilising the KX-P2123's choice of vibrant colours.

Speaker Dimensions: 200x140x130mm (WxDxH)

Speaker Dimensions:

CU

# AMIGA

## READERSHIP SURVEY

In order to give you the very best Amiga coverage we need to find out exactly what you think of both us and the home computer market in general. The information we get from you will be used to improve CU AMIGA (if it needs improving) and to advise Commodore and the software houses of your opinions and preferences. Send your completed surveys to:

**Readership Survey,  
CU AMIGA, EMAP  
Images, Priory  
Court, 30-32  
Farringdon Lane,  
London EC1R 3AU.**

(Senders of the first 50 surveys we get will each receive a joystick.)

**ABOUT YOU**

1. Are you: Male [ ] Female [ ]

2. How old are you?

- |         |     |            |     |       |     |
|---------|-----|------------|-----|-------|-----|
| Under 7 | [ ] | 8          | [ ] | 9     | [ ] |
| 10      | [ ] | 11         | [ ] | 12    | [ ] |
| 13      | [ ] | 14         | [ ] | 15    | [ ] |
| 16      | [ ] | 17-19      | [ ] | 20-23 | [ ] |
| 24-29   | [ ] | 30 or over | [ ] |       |     |

3. Are You?

- |                                  |     |
|----------------------------------|-----|
| In junior school                 | [ ] |
| In secondary school              | [ ] |
| In 6th Form/6th Form College     | [ ] |
| In higher education (University) | [ ] |
| In full time employment          | [ ] |
| In part time employment          | [ ] |
| Unemployed                       | [ ] |
| Other                            | [ ] |

4. What do you do in your spare time? Please rate how keen you are on each of the following (10 = hyper keen, 1 = couldn't care less)

- |                     |     |                 |     |
|---------------------|-----|-----------------|-----|
| Play video games    | [ ] | Playing sports  | [ ] |
| Watch TV            | [ ] | Watch satellite | [ ] |
| Watch videos        | [ ] | Listen to music | [ ] |
| Listen to the radio | [ ] |                 |     |
| Play arcade games   | [ ] |                 |     |
| Go to the cinema    | [ ] | Other           | [ ] |

5. On average how much time do you normally spend playing video games or using your Amiga for other purposes every week?

- |                    |     |            |     |
|--------------------|-----|------------|-----|
| Less than 1 hour   | [ ] | 1-2 hours  | [ ] |
| 2-4 hours          | [ ] | 4-6 hours  | [ ] |
| 6-8 hours          | [ ] | 8-10 hours | [ ] |
| 10-20 hours        | [ ] |            |     |
| More than 20 hours | [ ] |            |     |

6. How do you play your games? On my own [ ] With a friend [ ] With a group [ ]

7. On average, how much money do you earn/get given each month?

- |             |     |             |     |
|-------------|-----|-------------|-----|
| £0-9        | [ ] | £10-£49     | [ ] |
| £50-£99     | [ ] | £100-£499   | [ ] |
| £500-£832   | [ ] | £833-£1249  | [ ] |
| £1250-£1666 | [ ] | £1667-£2499 | [ ] |
| Over £2500  | [ ] |             |     |

Over £2500 [ ]

8. Which of the following do you regularly buy?

- |                |     |         |     |
|----------------|-----|---------|-----|
| CDs            | [ ] | Tapes   | [ ] |
| Videos         | [ ] | Clothes | [ ] |
| Shoes/Trainers | [ ] | Sweets  | [ ] |
| Crisps         | [ ] | Drinks  | [ ] |
| Takeaway food  | [ ] | Books   | [ ] |
| Comics         | [ ] | Other   | [ ] |

9. Do you have a bank account?

- |     |     |    |     |
|-----|-----|----|-----|
| Yes | [ ] | No | [ ] |
|-----|-----|----|-----|

**YOU AND YOUR AMIGA**

10. Which of the following describes your technical competence on the Amiga?

- |  |     |           |     |
|--|-----|-----------|-----|
| Expert                                   | [ ] | Competent | [ ] |
| Beginning to get the hang of most things | [ ] |           |     |
| Complete beginner                        | [ ] |           |     |

11. Which of the following Amiga(s) do you own?:

- |                  |     |           |     |
|------------------|-----|-----------|-----|
| CD32             | [ ] | A500      | [ ] |
| A500 Plus        | [ ] | A600      | [ ] |
| A1000            | [ ] | A1200     | [ ] |
| A1500            | [ ] | A2000     | [ ] |
| A3000            | [ ] | A4000/030 | [ ] |
| A4000/040/A4000T | [ ] |           |     |

12. Do you plan to upgrade your Amiga in the next 6 months, if so to which model? \_\_\_\_\_

13. Which version of Workbench are you running? (If you have more than one list the highest)

- |           |     |     |     |
|-----------|-----|-----|-----|
| 1.2       | [ ] | 1.3 | [ ] |
| 2.04/2.05 | [ ] | 2.1 | [ ] |
| 3         | [ ] | 3.1 | [ ] |

14. How much memory (RAM) does your Amiga have?

- |              |     |     |     |
|--------------|-----|-----|-----|
| 5Mb          | [ ] | 1Mb | [ ] |
| 2Mb          | [ ] | 4Mb | [ ] |
| 8Mb or above | [ ] |     |     |

15. What size hard drive do you own (if any)?

- |                |     |      |     |
|----------------|-----|------|-----|
| 20Mb           | [ ] | 40Mb | [ ] |
| 60Mb           | [ ] | 80Mb | [ ] |
| 120Mb or above | [ ] |      |     |

16. Which of the following peripherals do you own?

- |                               |     |             |     |
|-------------------------------|-----|-------------|-----|
| Disk drive                    | [ ] | Monitor     | [ ] |
| Video digitiser               | [ ] | Printer     | [ ] |
| Modem                         | [ ] | Genlock     | [ ] |
| Sound sampler                 | [ ] | Accelerator | [ ] |
| CD-ROM drive                  | [ ] | Emulator    | [ ] |
| Graphics enhancer (24-bit)    | [ ] |             |     |
| FMV capability (if available) | [ ] |             |     |
| Networking interface          | [ ] |             |     |
| PCMCIA Hard drive             | [ ] |             |     |

17. Which following types of software do you use. If you purchased a program, rather than getting it with your Amiga etc, please tick the "purchased" column as well.

Use Purchased

- |                  |     |                    |     |
|------------------|-----|--------------------|-----|
| Word processor   | [ ] | Spreadsheets       | [ ] |
| Database         | [ ] | Painting program   | [ ] |
| Drawing program  | [ ] | Image processing   | [ ] |
| DTP              | [ ] | Multimedia system  | [ ] |
| Comms program    | [ ] | Rendering software | [ ] |
| Sound sampler    | [ ] | Graphics utility   | [ ] |
| Midi sequencer   | [ ] | Utility            | [ ] |
| Program language | [ ] |                    |     |

18. Is your Amiga linked to a HiFi?

- |     |     |    |     |
|-----|-----|----|-----|
| Yes | [ ] | No | [ ] |
|-----|-----|----|-----|

19. What are your main interests?

- |                |     |          |     |
|----------------|-----|----------|-----|
| Graphics/video | [ ] | Music    | [ ] |
| Programming    | [ ] | Business | [ ] |
| Public Domain  | [ ] | DTP      | [ ] |
| Comms          | [ ] | Games    | [ ] |
| Other          | [ ] |          |     |

20. Do you find the technical reviews:

- |             |     |                      |     |
|-------------|-----|----------------------|-----|
| About right | [ ] | Too technical        | [ ] |
|             |     | Not technical enough | [ ] |

21. What do you think of the overall content of CU AMIGA?

- |                                  |     |  |  |
|----------------------------------|-----|--|--|
| About right                      | [ ] |  |  |
| Too little game reviews/previews | [ ] |  |  |
| Too much game reviews/previews   | [ ] |  |  |
| Not enough tech/serious reviews  | [ ] |  |  |
| Too much tech/serious reviews    | [ ] |  |  |

22. How much do you plan to spend on hardware in the next 12 months?

- |            |     |            |     |
|------------|-----|------------|-----|
| Under £50  | [ ] | £50-£100   | [ ] |
| £100-£200  | [ ] | £200-£500  | [ ] |
| £500-£1000 | [ ] | Over £1000 | [ ] |

23. Do you have, or intend to buy in the next six months, any of the following items?

- |                 |        |              |     |
|-----------------|--------|--------------|-----|
| Own             | Intend |              |     |
| Disk Drive      | [ ]    | Monitor      | [ ] |
| Monitor         | [ ]    | Printer      | [ ] |
| Printer         | [ ]    | Modem        | [ ] |
| Modem           | [ ]    | Genlock      | [ ] |
| RAM upgrade     | [ ]    | Accelerator  | [ ] |
| Sound sampler   | [ ]    | CD-ROM drive | [ ] |
| Video digitiser | [ ]    |              |     |
| Genlock         | [ ]    |              |     |
| Accelerator     | [ ]    |              |     |
| CD-ROM drive    | [ ]    |              |     |

» Emulator [ ] [ ] Atari Jaguar [ ]  
 Graphics enhancer [ ] [ ] Atari Lynx [ ]  
 FMV capability [ ] [ ] Atari ST/Falcon [ ]  
 Networking interface [ ] [ ] Amiga A500 [ ]  
 Hard drive [ ] [ ] Commodore CD32 [ ]  
 Amiga A1200 [ ]

24. Apart from games, what else do you use your Amiga for?  
 Education [ ] DTP [ ] Apple Macintosh [ ]  
 Business presentation/multimedia [ ] PC [ ]  
 Music (midi and sound sampling) [ ] PC CD-ROM [ ]  
 Graphics & animation [ ] PC Engine [ ]  
 General word processing [ ] Neo Geo [ ]  
 Programming [ ] Philips CD-i [ ]  
 Personal finance [ ] 3DO [ ]  
 Spreadsheets/accounts [ ] Sega MultiMega [ ]  
 Sega Mars/Mega-32 [ ]  
 Sega Saturn [ ]

25. What type of Amiga Games are you interested in?

Arcade style ('shoot 'em up's, etc) [ ]  
 Board and puzzle (Chess/Tetris) [ ]  
 Flight sims [ ]  
 Graphic adventures (Tentacle etc) [ ]  
 Platform (Flashback, Zool, etc) [ ]  
 Role playing/strategy games [ ]  
 (Ultima, D&D, etc) [ ]  
 Sports simulations [ ]  
 (Sensible Soccer, Formula 1, etc) [ ]  
 Games with FMV included [ ]

26. What do you think would make the best CU coverdisk offer?

No disks and reduced price to £2.95 [ ]  
 Two disks at £3.95 [ ]  
 Three disks at £4.50 [ ]  
 1 CD32 disk at £4.99 [ ]

## ABOUT YOUR GAMES

27. Which of the following machines do you (1) own or do you (2) have access to (perhaps via a friend)?

1. Own 2. Access

Sega Mega CD [ ] [ ]  
 Sega Mega Drive [ ] [ ]  
 Sega Game Gear [ ] [ ]  
 Sega Master System [ ] [ ]  
 Nintendo SuperNES [ ] [ ]  
 Nintendo GameBoy [ ] [ ]  
 Nintendo NES [ ] [ ]  
 Atari Jaguar [ ] [ ]  
 Atari Lynx [ ] [ ]  
 Atari ST/Falcon [ ] [ ]  
 Amiga A500 [ ] [ ]  
 Commodore CD32 [ ] [ ]  
 Amiga A1200 [ ] [ ]  
 Apple Macintosh [ ] [ ]  
 Acorn Archimedes [ ] [ ]  
 PC [ ] [ ]  
 PC CD-ROM [ ] [ ]  
 PC Engine [ ] [ ]  
 Neo Geo [ ] [ ]  
 Philips CD-i [ ] [ ]  
 3DO [ ] [ ]

28. Which machine do you want to buy next?

Amiga 1200 [ ]  
 Amiga 4000 [ ]  
 CD32 [ ]  
 FMV [ ]  
 Sega Mega CD [ ]  
 Sega Mega Drive [ ]  
 Sega Game Gear [ ]  
 Sega Master System [ ]  
 Nintendo SuperNES [ ]  
 Nintendo GameBoy [ ]  
 Nintendo NES [ ]

Nothing [ ] Under £10 [ ]  
 £10-£25 [ ] £25-£50 [ ]  
 £50-£75 [ ] £75-£100 [ ]  
 £100-£150 [ ] £150-£200 [ ]  
 Over £200 [ ]

29. How many games do you own?

None [ ] One [ ]  
 2-5 [ ] 6-10 [ ]  
 11-25 [ ] 26-50 [ ]  
 More than 50 [ ]

30. On average how much software (games and/or utility) do you buy?

Never buy software [ ]  
 A couple every year [ ]  
 Once every three months [ ]  
 One every couple of months [ ]  
 Once per month [ ]  
 Two per month [ ]  
 Three per month [ ]  
 Four per month [ ]  
 Five per month [ ]  
 More than five per month [ ]

31. How much software (games and/or utility) do you get or are given (as presents etc.)?

None [ ]  
 A couple every year [ ]  
 One every three months [ ]  
 One every couple of months [ ]  
 Once per month [ ]  
 Two per month [ ]  
 Over two per month [ ]

32. How many different games do you play in a month – either on your own, at a friend's or elsewhere?

None [ ] 1-5 [ ]  
 6-10 [ ] 11-15 [ ]  
 15-20 [ ] Over 20 [ ]  
 A month or less [ ] 1-3 months [ ]  
 3-6 months [ ] 6-12 months [ ]  
 12-18 months [ ] 18 mths-2 years [ ]  
 2-3 years [ ] 3-4 years [ ]  
 4-6 years [ ] Over 6 years [ ]

33. How long have you been playing computer and video games?

A month or less [ ] 1-3 months [ ]  
 3-6 months [ ] 6-12 months [ ]  
 12-18 months [ ] 18 mths-2 years [ ]  
 2-3 years [ ] 3-4 years [ ]  
 4-6 years [ ] Over 6 years [ ]

34. How much do you spend on software/hardware goods on average in a month?

Nothing [ ] Under £10 [ ]  
 £10-£25 [ ] £25-£50 [ ]  
 £50-£75 [ ] £75-£100 [ ]  
 £100-£150 [ ] £150-£200 [ ]  
 Over £200 [ ]

35. In order of preference, which of the following are the most important things that help you decide which software you want

like to buy? (1 = most important, 10 = least important)

Computer magazine review [ ]  
 Computer magazine preview [ ]  
 Recommendation by a friend [ ]  
 Advert in a computer magazine [ ]  
 Saw it on TV [ ]  
 Saw an advert on TV [ ]  
 Saw a poster [ ]  
 Saw it at an exhibition [ ]  
 Shop demonstration [ ]  
 Rent to try out first [ ]  
 Other [ ]

36. Where do you normally buy your software and hardware?

Dixons [ ] Virgin [ ]  
 Woolworths [ ] Argos [ ]  
 Comet [ ] Boots [ ]  
 Toys R Us [ ] W.H.Smith [ ]  
 Microbyte Games [ ] Our Price [ ]  
 HMV [ ] Curly's [ ]  
 Rumbelows [ ] Future Zone [ ]  
 John Menzies [ ] Game [ ]  
 Blockbuster Video [ ] Ritz [ ]  
 Tandy [ ] Beatties [ ]  
 Specialist shop [ ] Mail Order [ ]

## ABOUT THE MAGAZINE

37. Where do you usually buy your computer magazines from?

W.H.Smith [ ] John Menzies [ ]  
 Martins [ ] Fourburys [ ]  
 Tesco [ ] Sainsburys [ ]  
 Asda [ ] Local newsagent [ ]  
 Subscription [ ] Somewhere else [ ]

38. Who pays for the magazine?

You [ ] A friend [ ]  
 Your parents/other relative [ ]

39. How many other people apart from yourself will see your copy of CU AMIGA?

Nobody else [ ] One [ ]  
 Two [ ] Three [ ]  
 Four [ ] Five [ ]  
 More than five [ ]

40. How often do you (1) buy or (2) see (perhaps a friend's copy) of CU AMIGA?

1: Buy 2: See  
 Every month [ ] [ ]  
 Every couple of months [ ] [ ]  
 Every three months [ ] [ ]  
 Less often [ ] [ ]

41. How long have you been buying CU AMIGA?

One month [ ] 1-3 months [ ]  
 3-6 months [ ] 6-12 months [ ]  
 12-18 months [ ] 18 mths-2 years [ ]  
 Over 2 years [ ]

42. Would you ever buy a game without seeing a review first in a copy of CU AMIGA?

Yes [ ] No [ ]

43. How would you rate CU AMIGA as a computer mag? (10 = brilliant, 1 = rubbish)

1 [ ] 2 [ ]  
 3 [ ] 4 [ ]  
 5 [ ] 6 [ ]

44. What do you think of the different sections of CU AMIGA?

	Good	Average	Poor
Covers [ ]			
Cover gifts [ ]			
Coverdisks [ ]			
News [ ]			
Game previews [ ]			
Game reviews [ ]			
Features [ ]			
Tech. reviews [ ]			
PD Scene [ ]			
PD Utilities [ ]			
Art Gallery [ ]			
Tutorials [ ]			
Sound Lab [ ]			
Q+A [ ]			
Backchat [ ]			
Points of View [ ]			
Competitions [ ]			

45. What other magazine do you normally buy or see and how would you rate them out of 10 (where 10 = brilliant and 1 = rubbish)?

Magazine	Buy	Rating
The One Amiga [ ]		
Amiga Action [ ]		
Amiga Format [ ]		
Amiga Shopper [ ]		
Amiga Power [ ]		
Amiga Pro [ ]		
Amiga Mart [ ]		
Amiga Comp. [ ]		
Amiga User [ ]		

46. How did you first find out about CU AMIGA?

From a friend [ ] In a newsgroup [ ]  
 From a magazine advertisement [ ]  
 At an exhibition [ ] From a TV show [ ]  
 Leaflet in a hardware/software purchase [ ]  
 From a radio ad [ ] Other [ ]

47. How interested are you in seeing the following promotions in CU AMIGA? (1=not interested; 5=extremely interested):

Tips books [ ]  
 Supplements (eg, buyer's / beginner's guides / top 100 games etc.) [ ]  
 Money-off vouchers [ ]  
 Leaflet CU AMIGA Offers [ ]  
 Gadgets – ie mousemats etc. [ ]

48. Would you like to subscribe to CU AMIGA?

Yes [ ] No [ ]

If you have any suggestions that you feel may be of interest to us please feel free to include them on a separate piece of paper.

Name: \_\_\_\_\_  
 Address: \_\_\_\_\_  
 \_\_\_\_\_/\_\_\_\_\_

I would be interested in taking part in further questionnaires regarding CU AMIGA.  
 This does not mean that my details will be given out to third parties for mailing purposes.



## Premier Mail Order

Please send cheque/PO's (made out to Premier Mail Order), or advise Visa/Mastercard number and expiry date to: Dept CU 20, 9-10 The Capricorn Centre Cranes Farm Rd Basildon, Essex SS14 3JJ Tel: 0268 271172 Fax: 0268 271173  
Telephone Orders: Mon-Fri 9am-7pm and Sat & Sun 10am-4pm **We Are Open 364 Days a Year**  
**P&P and VAT is included for all UK orders. Please add £2 P&P for Europe and £3.50 for Rest of the World.**

**Next day delivery service available £4 per item UK only**

**MOST TITLES ARE DESPATCHED SAME DAY, BUT CAN TAKE UP TO 28 DAYS** Some Titles may not be released at the time of going to Press.

E&OE

MOST TITLES ARE DESPATCHED SAME DAY, BUT CAN TAKE UP TO 28 DAYS Some Titles may not be released at the time of going to Press

**SPECIAL OFFER**

1

## SPECIAL OFFERS



## Screen Phone Dial

**What's this, even more  
Comms information?  
Well, you asked for it  
and now you got it.  
So, your eyes are not  
deceiving you.  
Graham Mason gives  
you the low down on  
*NComm* 3.**

- ✓ Title Bar      **A**T
  - ANSI Pens
  - Screen Mode      **A**I
  - Palette      **A**G
  - Split Screen      **A**K
  - ✓ Style
  - Bell
  - Cursor Blink
  - Reset      **A**R
  - WB Screen      **A**W
  - Close WB Screen
  - Text Snapping      **A**^
  - Force 80 x 24      **A**\*
  - Flashing Text
  - Custom Font
  - ✓ Use WB Palette
  - Public Screen

**J**anuary 1994 marked a milestone in Amiga modern users lives. The long-awaited update for *NComm 2* finally hit the scene. *NComm 2* has long been a product that modern users the world over have sworn by, a yardstick against which other terminal packages on the Amiga have been measured by. Could a new version ever manage to live up to this reputation? More to the point, would it be radically different enough to warrant upgrading to?

**GET IT ON**

Upon booting up *NComm* 3 one thing becomes immediately apparent: the author of *NComm* 2 has suffered so much at the hands of users who have taken advantage the program but never registered that he has disabled all the save functions from the program. Thus, while it's easy to configure the program on a session by session basis it gets to be so much of a chore that you will end up registering the package. If you use it frequently,

Changes from version two to version three also become obvious; the bugs which caused the old protocol to crash have largely been ironed out while XPA protocol support has now been included. The XPA system is like a large library of file transfer protocols, (eg. zmodem is included as XPzModem) and this file support means you can use many older types of file format. Major detail has also been paid to the way that the screen is laid out, for instance, the screen modes which are selectable to use with *NComm* is no longer limited to plain high res. Now, if your Amiga has an enhanced graphics card, *NComm* 3 will be more than pleased to use it. Gone also is the rather limited *NComm* character set, this time any type of Amiga character set can be displayed on the *NComm* 3 screen.

Close attention has also been paid to Arexx support. In fact it's now possible to talk to NCComm 3 solely via Arexx and not have to use the menu functions at all. Should you wish to have a script executed at, say 8pm, dial a friend, upload a file and then log off the facility, this has now been built in. Close attention has also been paid to Indiana's

UPDATING

Registered users of *NComm* 3 will now get version 3.04 which has further enhancements to the program as well as some added utility.

Registered version available from Torkiel Lodberg  
Pilotveien 10, N-0384 Oslo, Norway.

high-speed modems and the rate at which they can transfer and receive data. With the need for high-speed modems to have serial port rates of 38400 bps and 57600 bps it's nice to see that these and greater speeds are also supported.

The way the screen handling routines have been optimised becomes apparent when you see the rate at which text just flies onto your screen. This is best illustrated by the fact that you don't notice that much difference in screen capabilities with trying this program running on an A4000 and if you compare it to a standard 1Mb A500.

My last point relates to file transfer: *NComm 3* covers every aspect of the zmodem file protocol, and any future updates to the protocol, if there are any, will be covered via a configuration menu system.

### GOLDEN OLDIES

Unfortunately there are a few memory problems for users of older Amigas. The programmer (a Mr. Torkel Lodberg) recommends that NCComm 3 isn't used on Amigas with only 512k RAM, and to be honest I can see why; with the program using around 200k and with all the other file options that are built in, you would soon run out of memory. This really isn't a limitation though, I wouldn't think that there are that many 512k users left, especially among the Comms fraternity.

All is not lost for older machines though, provided you have over 1Mb of Ram. Its nice to see that the *regtools.library* has been used extensively which allows a Workbench 1.3 Amiga to look like a Workbench 2.0 Amiga. In tests on my HST dual standard and on an A4000 the program performed effortlessly. I transferred a few programs to local BBSes with no problems and noticed that if anything, the rate of the transfer performed about five percent better than NComm 2.

## **CONCLUSION**

This program has been a long time in the making and well worth it. If you check out your local PD libraries and bulletin boards you will find it, but it's more than well worth while registering for the complete package. Since starting to use this version my old AComm 2 has been sent into retirement. We had a good and happy relationship together but sadly (sniff, I never thought I'd say this), it's time to pension it off in favour of its successor. 



**AMITEK**  
FRIENDLY TECHNOLOGY

Designed to bring you high quality and performance at affordable prices, Amitek peripherals offer outstanding value-for-money. They are built to ensure easy fitting, and trouble free operation - making them a pleasure to use. Amitek products are also thoroughly tested and very reliable, so reliable that we are pleased to offer a full two year warranty on the Amitek products detailed here.

AMITEK - 'FRIENDLY TECHNOLOGY'

# AMIGA PERIPHERALS

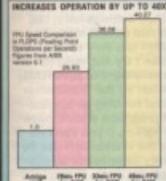
FOR

ALL AMIGA SYSTEMS

## HAWK

### FOR THE AMIGA 1200

Maximise the processing power of your Amiga 1200 with the Hawk RAM Upgrade. This Amiga RAM board will increase up to the fast 32-bit RAM, the ability to support a superfast 68862 FPU (Floating Point Unit) and a built-in battery backed clock. It's easily installable and comes with a 2 year warranty. The Hawk RAM board is available in a preprogrammed expansion card to suit the needs which best suits your requirements.



### RAM UPGRADE & MATHS ACCELERATOR



100% Safe & Reliable  
Performance with or  
without Floating Point Unit  
**2 YEAR WARRANTY**

- Plugs straight into A1200 trapdoor - No soldering required
- Upgradable FAST RAM board into 1, 2, 4 or 8Mb
- Uses industry standard socketed SMMs for easy upgrades
- Two types of optional floating point units (FPUs):  
32MHz - 40MHz PLCC 68862 co-processor
- Comprehensive easy to follow manual with illustrations
- Works with all A1200 and A1200HD computers
- Does not invalidate your A1200 warranty
- 2 year warranty

	20	33MHz	40MHz
1Mb	£99	£159	-
2Mb	£139	£199	-
4Mb	£199	£259	£299
8Mb	£399	-	£499

PRICES  
FROM  
ONLY

1Mb RAM, NO FPU  
**£99**  
INC VAT - RAM 1210

## 1Mb INTERNAL FLOPPY DRIVE FOR AMIGA 500/500PLUS

The internal Amitek drive is ideal for users who wish to replace their existing internal drive.

The pack features a high quality internal 20" floppy drive designed for the Amiga 500/500PLUS. All you need to fit the drive is included, plus easy step-by-step instructions and 24 month replacement guarantee.

INTERNAL DRIVE  
**£44**  
INC VAT - DR 1000

## PCMCIA CARDS FOR AMIGA 600/1200



For sheer ease of use and reliability you can't beat Amitek's PCMCIA RAM upgrades. These compact memory upgrades slot into the PCMCIA port on your Amiga 600 or A1200, increasing the RAM by 2Mb of 4Mb.

2Mb CARD  
**£119**  
INC VAT - RAM 6000  
4Mb CARD  
**£179**  
INC VAT - RAM 1200



## THE SILICA SERVICE

Before you decide when to buy your new computer, why not consider what you expect from it? We would like you to think very carefully about what you want. Consider the following:

- The cost of a computer - how much you may require additional peripherals and software.
- The company you buy from - the company you buy from contact you with details of new products? At Silica, we ensure that you will have no trouble getting in touch with us, our requirements are with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

### FREE OVERNIGHT DELIVERY!

On all寒帶 orders shipped in the UK mainland (from Monday to Saturday delivery).

• **TECHNICAL SUPPORT**

A team of technical experts will be at your service.

### PICE MATCH

We match competitors or a "Same price" basis.

### ESTABLISHED 10 YEARS

We have a proven track record in professional computer sales.

**Silica**

www.silica.com

## MAIL ORDER

PLUS TECHNICAL AND HEAD OFFICE  
**081-309 1111**

1-4 The Masses, Hemming Road, Selby, Kent, DA14 8NN

### PLUS BRANCHES AT:

**CHELMSFORD** Tel: 0346 356511

Debenham's (incl), 27 High St, Chelmsford, Essex CM1 1DR

**CHROYLAWD** Tel: 01223 822222

Chroyland's (incl), 11-21 North End, Craydon, Surrey CR9 1RZ

**GLASGOW** Tel: 041 321 0884

Debenhams (incl), 97 Argyle St, Glasgow, G2 8AR

**IPSWICH** Tel: 0473 222113

Ipswich Debenham's (incl), Westgate Street, Ipswich, IP1 2EP

**LONDON** Tel: 071 588 4600

Debenham's (incl), 334 Oxford St, London, W1A 1JL

**MANCHESTER** Tel: 061 532 8666

Debenhams (incl), Market Street, Manchester, M60 1TA

**SIDCUP** Tel: 081 302 8811

1-4 The Masses, Hatherley Road, Sidcup, DA14 8NN

**SOUTHEND** Tel: 071 605530

Kettleside (incl), High St, Southend-on-Sea, Essex SS1 1LA

By Post: 0800-999-123, 1-4 The Masses, Hemming Rd, Selby, Kent, DA14 8NN

PLEASE SEND ME A 64 PAGE AMIGA CATALOGUE

Mr/Mrs/Miss/Mr \_\_\_\_\_ Initials \_\_\_\_\_

Surname \_\_\_\_\_

Company or address \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Tel (Home): \_\_\_\_\_

Tel (Work): \_\_\_\_\_

Which computer(s), if any, do you own?

## 1Mb SONY 3½" DELUXE FLOPPY DRIVE FOR ALL AMIGA COMPUTERS

SONY MECHANISM

DELUXE FEATURES

The Amitek drive has been designed to meet the needs of Amiga users and has many deluxe features which are not included in other drives - check out the features below.

### ANTI-CRICKET

The anti-cricket feature allows your drive to remain lengthwise when a disk is inserted, and click when the disk is empty and searching for a disk.

### ANTI-VIRUS

The Amitek mode stops any virus infecting the disk while in the drive. Yet, unlike other drives, the Amitek drive does not affect your Amiga's memory, this Amitek mode can be disabled, allowing some busy copy protected software to run.

### ADDITIONAL DRIVES

As a dual sided mechanism, the Amitek drive gives 800K of storage per side, so you can add another drive to your system, and use your total memory. Yet, unlike other drives, the Amitek drive has a built-in switch which means that you may add further drives to your system, and use very little power from your Amiga.

### HIGH QUALITY 3½" SONY MECHANISM

Amitek took the Sony 3½" mechanism and added all the features that Amiga users demand. Yet, Amiga owners have been crying out for. After vigorously testing Sony's mechanism, it proved to be the best by far.

- 75ms ACCESS TIME
- 100% COMPATIBLE VIA THRU PORT
- LOW POWER USAGE
- NO NEED FOR EXTERNAL PSU
- 2 YEAR WARRANTY

Model	Capacity	Access Time	Anti-Cricket	Quality	Sony Mechanism	Top Rated	CS-Amiga	Year	Warranty
AMITEK	1Mb	75ms	✓	✓	✓	✓	✓	✓	✓
CUMARAN	1Mb	75ms	✓	✓	✓	✓	✓	✓	✓
POWER E	1Mb	75ms	✓	✓	✓	✓	✓	✓	✓
ZAPPO	1Mb	75ms	✓	✓	✓	✓	✓	✓	✓

**EXTERNAL DRIVE**  
**£59**  
INC VAT - DR 1169

**RAM UPGRADES**  
FOR AMIGA 500/600

Many business packages and advanced games require more than your Amiga's standard memory capacity. The Amitek range of RAM upgrades is the perfect way to add that extra memory capacity to your system without having to buy a new computer. RAM upgrades are all trapdoor based and will not affect your Amiga's warranty.

**AS000** - Low cost 512K upgrade, with or without a battery backed clock.

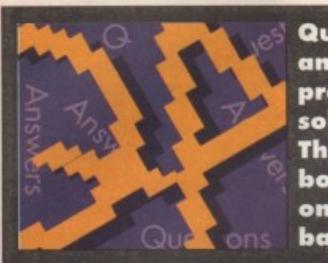
**ED20/25** - £20/£25 upgrade, with or without a battery backed clock.

**AS500** - The AS500 has a battery backed clock built-in, as these RAM upgrades do not require one.

**ED30/40** - £30/£40 upgrade, with or without a battery backed clock.

**AS600** - Low cost 1Mb RAM upgrade, with or without a battery backed clock.

**ED30/40** - £30/£40 upgrade, with or without a battery backed clock.



## Questions answered, problems solved. The Q&A boys are on the ball!



**JOHN  
KENNEDY**

Some time ago John repaired a broken A4000 on an alien spaceship, and in return they built him a nice new office near his home. Lucky, eh?



**ANDY  
LEANING**

Andy has just moved into new premises too - a brand new house. Needless to say it has been designed to look like an Amiga!

### MUMMY SAYS...



I am a novice Amiga user and I know absolutely nothing about how to use my brand new A1200. Please can you give me some advice and a few pointers.

1. My Amiga has no hard drive and no external floppy drive, and I find the constant disk swapping very irritating. I'm also worried that it might damage my machine. My mother says that the machine must be built for this, is she right?

2. I would like to learn a programming language to create demos and games, but I find most languages very hard to use - even Easy Amos.

3. I cannot understand Amiga-DOS at all.

4. I have very little money, and I would like some good cheap software? Where could I get some? A.N.Other, Forrest Hills, Camberley, Surrey.

Too shy to put your name, eh? Welcome to the wonderful world

of Amiga. It won't be long before you're an Amiga expert just like me (big head - ed), so keep on in there. To answer your questions:

1. Always listen to your mother. Although swapping disks is a time consuming and tedious task, as long as you don't use excessive force the drive should continue to work for a long time to come. Remember, your Amiga has a year's warranty, I've been using an A500 for many years now, and the drive still works perfectly.

2. You can't understand Easy Amos? Really? Do you have the full package, with the manuals and everything? If, though, you try reading through the manuals again they should be able to help you.

3. Don't worry about AmigaDOS, most people don't understand it. This isn't helped by Commodore's decision to not include an AmigaDOS manual with the A1200. If you are keen to learn about it then keep reading CU AMIGA, or nip down to your local library and ask them to get in any

of the relevant (and useful) Bruce Smith Books.

4. Ask your mum for some pocket money, and send it off to 17 Bit Software (tel: 0924 365982). Ask them for the best A1200 demos they've got - Nine Fingers is quite clever.

### MISSING RAM

I have an Amiga 4000/030, 4Mb of fast RAM, 2Mb of chip RAM and a 240Mb hard drive. However, my RAM disk

always has 75K occupied even when there aren't any programs or background tasks running. When I search the RAM disk in the Shovel, there appears to be three directories using this space: ENV, Clipboards and T. I have tried to delete these three directories but the computer tells me that they are in use, even when they appear not to be.

This is extremely annoying because it eats up my precious RAM! Can these files be installed on the hard disk instead? Why are they there and how can I delete them? Steven Browne, Darby Green, Camberley, Surrey.

Personally, I think 75K is a small drop in the ocean of a whopping 4Mb of RAM. The files you mention as occupying too much space are actually good things - you shouldn't delete them.

The reason they are 'in use' even when there aren't any programs running is because the operating system is using them. Therefore it would be extremely ill-advised to delete them.

The T drawer is a temporary

storage place. Many programs use it, and having it in RAM speeds up a lot of operations. If you edit the startup-sequence you can alter it to reside on the hard disk if you really want, although the benefits are negligible.

The clipboard is an extremely useful concept. Many programs allow cutting and pasting, but the really clever ones will support the clipboard. This means one program can cut some text, and another program can paste it. In the meantime the data is stored in the clipboard's directory.

During the startup-sequence, the ENVARC drawer is copied from the Workbench partition to the ENV drawer in RAM. This ENV directory contains all sorts of useful information. Some applications will keep their settings here, but you'll also find default icons and all sorts. ENV is a very useful thing, so don't try and make it!

If you really want to save RAM, always switch off the Workbench screen when running an application. Most programs should have this as an option. If you can't do this, make the Workbench use as little memory as possible by cutting the colours down to two, and shrink the screen down to 640x200. This setting can be saved as a preference file, which you can then leave out on the Workbench.

Incidentally, I hope your A4000's fast memory is made up from a single 4MB SIMM. If you have 4 x 1MB SIMMs fitted, you'll have to throw them away when you need more memory. Actually, I had a bit of luck with a dealer that was prepared to give me a good trade-in deal on my two 1MB SIMMs, so shop around.

### INSTALL BLUES

I have an Amiga 1200 with 4Mb of RAM, a co-processor and a 185Mb hard drive. I have tried to install Star Trek and Deluxe Paint IV but neither of these programs will run. How do I get these programs to run?

Also, how can I get programs such as Maxiplanet to use the higher resolution screens available, now that I am the proud owner of a Microvise monitor? Adrian Bernasconi, Shoreham-by-sea, West Sussex.

I followed the instructions that came with Star Trek and didn't have any problems. So, I suggest you read the manual again very carefully. As Deluxe Paint came with your A1200 pack, there probably weren't any specific hard disk installation instructions. In this case, drag all the icons from the floppy to the hard disk but make

## LETTER OF THE MONTH

Being a cosole (sic) owner as well as an amiga owner i thought that some things need clearing (sic) up about the cd32 owners.

1. sell
2. stop hoping for conversions (sic) of pc megacd games its (sic) not going to happen (sic)
3. There was a rumor (sic) of x wing being converted guess what its (sic) not
4. Dont (sic) listen to mags there (sic) full of bull
5. A1200 cd drive ha ha
6. buy a pc
7. use the cd32 as an ash tray
8. swap for mega cd
9. looking forward to fx in february (sic) try june instead.
10. You have allways (sic) got liberation nice game pity about the graphics and slow down.
11. good buy (sic) you losers

The CD32 Hate Club, whereabouts unknown.

Wow! Well, that's me put in my place. How could I possibly argue with such a well written, clear and accurate letter? I'll dump my Amiga and buy a Mega CD tomorrow.



# How To Attract Girls

NEW. Scientists have now isolated and synthesised a natural female attractant - ANDROSTENONE PHEROMONE.

- "Minute quantities were sprayed on a chair in a doctor's waiting room. Women passed by and stopped to sit on the chair."
- "Women are attracted to the smell?" *Daily Telegraph*
- "The woman finds the man attractive but she doesn't know why." *Lifestyle*, "The stuff attracts women who you would not believe." *Colorado Telegraph*

*Successfully tested on BBC TV's "Tomorrow's World".*

**CONTACT 18** contains ANDROSTENONE and SCHELE ANDROSTENOL PHEROMONE. It is the most effective and strongest available. Don't be misled by inferior or more expensive imitations. Comes in a discreet 15ml aerosol (lasts 3 months). It really works! User reports confirm success.

"**CONTACT 18** really does seem to work! The most dramatic results I have had come when wearing it in discos. Girls just drift towards me and start flirring." *D.T. Cardiff*

"I know **CONTACT 18** wasn't a gimmick when one of the girls at work, quite out of character, started to seduce me when we were alone in the office." *S.D. Nottingham*.

**Price £12.95**  
Postpaid

## SPECIAL OFFER:

Order 2 (£25.00)  
and get an extra  
**CONTACT 18 - FREE!**

**24 HR CREDIT CARD HOTLINE**  
0534 61 71 81

GKS RESEARCH  
TECHNOLOGY, P.O. Box 117,  
St. Helier, JE4 9QZ

## MONEY BACK GUARANTEE:

If you are not 100% delighted with **CONTACT 18** simply return remainder within 30 days for a full refund - No questions asked.

To G.K.S. RESEARCH TECHNOLOGY, P.O. Box 117, St. Helier, JE4 9QZ.

YES! Please tick me \_\_\_\_\_ before sending my cheque / P.O. for £\_\_\_\_\_ (Foreign add £3)

Or debit my Access/Visa Account No. \_\_\_\_\_

Signature \_\_\_\_\_

Expiry Date \_\_\_\_\_

Name \_\_\_\_\_

BLOCK \_\_\_\_\_

Address \_\_\_\_\_

CAPITALS \_\_\_\_\_

Postcode \_\_\_\_\_

PLEASE \_\_\_\_\_

Office Suite 1, 20 Brunswick Place, Bell Street, St. Helier, Jersey JE2 4SC (please use the above address which is nearer PO Box 117 than PO Box 118)

# AMIGA REPAIRS

**FIXED CHARGE ONLY £42.99 Incl.**

FIXED CHARGE INCLUDES PARTS, LABOUR, DELIVERY, VAT  
90 DAY WARRANTY ON ALL REPAIRS

24 HOUR TURN-AROUND ON 95% OF REPAIRS

ALL UPGRADES PURCHASED FROM US FITTED FREE WITH REPAIR  
INCLUDES REPAIRS TO DRIVE & KEYBOARDS, ADD £10.00  
IF NEED REPLACING, FULL DIAGNOSTIC TEST AND SERVICE

EAT.  
12 Years

In Stock

## SPECIAL OFFERS

New Low Price

A500 INTERNAL DRIVE	£38.99	A500 MODULATOR	£18.80
Simple to fit, fully documented		Exchange repair	
A600/A1200 INTERNAL DRIVE	£41.90	A500 KEYBOARDS	£44.10
Simple to fit, fully documented		Factory new, Genuine part	
KICKSTART 1.3 ROM	£25.00	FATTER AGNUS 8372A	£36.50
For software compatibility		J Meg chipram compatible	
KICKSTART 2.05 ROM	£29.90	CIA IC	£9.20
Upgrade to A500+ROM		Printer, Serial, Drive ports	
SUPER DENISE	£28.70	GARY IC	£11.50
Excellent value		PAULA IC	£19.95
68000 CPU	£15.00	A500 PSU	£25.00

## ATTENTION ALL DEALERS

Our company now offer the most competitive dealer repair service.  
Full credit facilities available  
Send for our Free information pack today...

We reserve the right to refuse repair for whatever reasons  
Prices only valid with this coupon

CU 594

**Service HOTLINE (0533) 470059**

DART Computer Services  
105 London Road  
LEICESTER LE2 0PF

**DART**  
Computer Services

» internal IDE hard drive advertised for £129.99 and would like to know if this is good value. It has 64Mb. And, is it easy to fit at home?  
Graham Gordon, Birmingham.

No, you don't need a multisync monitor. As the A1200 can be used with an ordinary television set, the video output must be about 15KHz. This means it can work perfectly with a standard colour monitor such as the Commodore 1084S.

However, try this. Adjust your workbench screen so that it is 640 by 512, the screen will be in an interlaced mode. Looks nice doesn't it? Lots of room for icons and windows. Notice how the fonts in a DTP or Page Publisher program look great. pity about the flickering though.

With a multisync monitor, the flickering will disappear. It's as simple as that: larger displays, no flicker. If you can live with smaller-sized screens or you don't mind the flicker, then you don't need a multisync. You can still use all the extra colour modes offered by the AGA chipset.

All games use the lo-res modes so that they can be displayed on television, and so a multisync would have absolutely no benefit if that is all your Amiga is used for. On the other hand, most productivity software titles now make use of the new screen modes and so, when using *Final Writer* or *Wordworth*, the screen displays are all correctly proportioned and very easy to work with.

The value of the hard drive depends on it if it has a 2.5 inch or a 3.5 inch mechanism. The smaller drives are easy to fit but a bit expensive. The 3.5 inch drives are cheaper but require a bit of effort. I still think 64Mb is too small, and you should try for 130Mb or 214Mb for a first drive. Certainly, any less than 64Mb and you will be wasting your money - you'll fill it within weeks.

## HONESTY WINS

I am 15 years old and I own an Amiga 600. I have dabbled with AMOS and have come to the conclusion that it is crap. I apologise for the language, but I like to be honest and straight to the point, and I hope you will too (no boffin jargon please).

I want to use my Amiga to learn to program, in the hope that one day I will be the number cruncher behind some future Amiga titles, but I have come to realise that AMOS is not the way forward. I have sold my copy of AMOS and now I would like to ask a few questions:

1. Is the next step C?
2. I've had a look at Blitz Basic 2, is it worth taking a better look?
3. Is there an Action Replay cartridge available for the A600?
4. If not, why not?
5. What is the difference between C and Assembler?
6. Which program is used by the biggest percentage of software houses? Can you name two top games written in this.
7. Which program is likely to lead me to:
  - a career in programming?
  - Grief?
8. Where can I get any of these programs from, and how much are they likely to cost?
9. What do you advise me to do? Please help.
10. I am serious about wanting to code, and really want to make it more than just a hobby.
11. Mike Howard, Runcorn, Cheshire.

I'm sorry that you've written off AMOS so quickly. AMOS is a good programming package, as it offers an integrated programming environment (editor, interpreter and so on) in one easy-to-use unit. It is also very fast and allows good use of the Amiga hardware. Many fine programs have been written in AMOS.

By the way, the term "number cruncher" normally refers to computer hardware, you don't want to grow up to be a microprocessor do you?

1. The language C could well be the next step, but it depends where you are going.

2. Blitz 2 is very good. Unfortunately, it is also BASIC-based like AMOS, so you might think it's crap. I think it is an excellent system though.

3. No, there isn't an Action Replay cartridge for the A600.

4. There isn't a suitable expansion port on the A600 to stick it in.

5. They are completely different languages. C uses vaguely english-like statements:

```
int i; for (i=0;i<10;j++)
```

```
{printff("%d\n");}
```

Assembler uses more simple instructions like:

```
move.w #10,d0.loop_jsr
```

```
_printnumber db,$0,w d0
```

Assembler is very machine specific (the Amiga and PCs use totally different assembly languages) but very quick. C is also fast, but it is also platform independent - apart for the graphics and sound parts, a C program will run on an Amiga, a PC or a Mac. When writing games it is usually best to use a combination of both.

Neither language comes with any graphics or sound support, it's entirely up to you to write it all. This is what makes AMOS and Blitz so easy to use - all the hard stuff has been done for you.

6. Most software houses will use assembler, although some of

the more far-sighted use C and C++. Pick any game in the Amiga charts and it will be almost totally Assembler, with bits of C here and there.

7.

a. The best language to learn would be C or C++.

b. It could be C. It's not easy, but try COBOL for some real suffering.

8. You can get good C compilers from most Public Domain libraries. Look out for DICE and North C. There are also Assemblers in the Public Domain too, such as ASM68K.

9. The choice of programming language isn't half as important as the way you program. Most software could have been written in any language, it's the way you write it that's important. Learning to program is independent of which language you use.

If you want to make programming your career, do some A levels and go to university. Get a BSc or BEng in Computer Science and start work for IBM, ICL or any other big company. Some colleges are starting courses specifically in programming video games, so ask your careers teacher at school.

Alternatively, learn to program (trying as many languages as possible) and bluff your way onto a large computer company's aptitude test.

## ANSI ART ATTACK

I've been buying CU AMIGA for a year and a half now, and I've read all the tutorials. However, I haven't seen any tutorials about ANSI/ASCII art. What about a tutorial or an ANSI/ASCII art gallery? I know it's a lot to ask but will you at least think about it?

I am co-syop of a board called Blue Steel BBS and the boys and I have just started to draw some brand new screens which will hopefully impress our users.

Why not come and have a look at the ANSI screens? Call our BBS on 0742-784054. Craig Mellon, Swallownest, Sheffield.

Why do I get the feeling that your letter was just some poor attempt at getting a free plug for your board? Anyway, to those for whom ANSI art is a complete mystery, let me explain.

Normally, when you use your modem to dial onto a Bulletin Board System (BBS) you get pretty boring on-screen text. However, if your software (for example NComm or the fabby TERM - both available from public domain libraries), supports ANSI graphics you can view some

coloured pictures. The resolution isn't great (about Teletext standard) but anything is an improvement on boring text.

Craig, if enough people send in ANSI screens I'm sure there can be an Art Gallery special. In the meantime, please send some of your best pictures to illustrate the Wire World column.

Incidentally, any other Sysops wanting a plug, please write to Wire World, or drop me an Email c/o Fidonet (my address is 2:443/13.4 and my Boss is Colin Turner at The Heart of Gold - tel: 0247-274919).

## BASIC APPROACH

Please find enclosed a copy of a letter that I sent you in December 1993, and as yet I have had no reply in CU AMIGA, which I can't just understand.

As I pointed out, I am a newcomer to Amiga computing, and I thought you would give a bit more thought to us novices, besides which I thought your magazine was maybe the best one to buy as I have heard a bit of praise from others who write it.

Well that takes care of my little moan, now maybe you can help me with the following questions.

1. How do I go about entering BASIC into my computer, and what is the best language to learn?

2. Do I have to buy special software for the above?

3. How do I make any of my programs bootable?

John Robinson, Hartlepool, Cleveland.

I'm sorry, but there simply isn't space to answer every letter sent to Q&A. The space is limited, and we have to make best use of what we've got. Your last letter just didn't make it.

1. The Amiga doesn't have a programming language built in. You can try and use the supplied ARexx language to start with, but I suggest you buy a BASIC programming package such as Easy AMOS or Blitz Basic. Although C and Assembler can be described as more powerful languages, I strongly recommend you try AMOS or Blitz first.

2. Yes. Try Hisoft (Tel: 0525 718181) and Europress Software (Tel: 0625 859333).

3. This depends on the particular programming package you use, some won't create a individual stand-alone program, in which case you're stuck. Otherwise, it's a matter of copying the program icon onto the WB Startup drawer, or inserting the name of the program in the User-startup file in the S: directory.



**FREE! FROM SILICA**  
**• DELIVERY** Next day - anywhere in the UK.  
**• HELPLINE** Technical helpline during office hours.  
**• AMIGA DRIVER** Software Plus Printer  
 (For serial high quality output. Features include:  
 • Continuous Sheet Feeder  
 • Up to 250 Sheets of Grey  
 • 100% Quality Control  
 • Ink Compensation Controller  
 • Control Panel Functions  
 • Parallel Interface  
 • RS232C Port  
 • 80 Column Print)  
**• PRINTER KIT**  
 (With Printer, ribbon, paper and printer)

FREE FROM SILICA  
 TOTAL VALUE £29.95  
 + VAT = £35.90

Every Seikosha dot matrix printer from Silica comes with:  
 • 1yr. On-Site Warranty  
 • 1yr. On-Site Support

- 24 Pin Draft & 37 Pin Drivers
- 1.4 Mhz Parallel Printer Cable
- 200 Sheets of Quality Continuous Paper
- 50 Continuous Tractor Feed Address Labels
- 50 Continuous Tractor Feed Disk Labels

## ACCESSORIES

**SHEET FEEDERS**  
 PPA 8071 Kit for Standard 24P - 70 sheets  
 £35.95  
 PPA 8070 Cut Sheet Feeder - SP2000/3000/1800/1600  
 £35.95  
 PPA 8072 Cut Sheet Feeder - £35.95

## RIBBONS

PRA 8018 Black Ink Ribbon - SP2000 Plus  
 £34.95  
 PRA 8025 Black Carbon Ribbon - SP2000 Plus  
 £34.95  
 PRA 8020 Black Carbon Ribbon - SP2000/1800/1600  
 £34.95  
 PRA 8024 Black Carbon Ribbon - SP2000/1800/1600  
 £34.95  
 PRA 8026 Color Ink Ribbon - SP2000 Plus  
 £34.95  
 PRA 8027 Color Ink Ribbon - SP2000/1800/1600  
 £34.95  
 PRA 8028 Color Ink Ribbon - SP2000/1800/1600  
 £34.95  
 PRA 8029 Color Ink Ribbon - SP2000/1800/1600  
 £34.95  
 PRA 8030 Color Ink Ribbon - SP2000/1800/1600  
 £34.95

## INKJET CARTRIDGES

PRA 1102 Inkt. Head. Spender 2000 (2x Cartridges)  
 £25.00  
 PRA 1103 Inkt. Pack - Spender 2000  
 £25.00  
 PRA 1105 Inkt. Cartridge - Spender 2000  
 £44.95

## SPECIAL OFFER



## PRINTER STAND

FOR SEIKOSHA 80 COLUMN DOT MATRIX PRINTERS

- Adjustable two piece printer stand
- Helps keep peace with Seikosha printer's permanent place on your desk
- Saves space and protects continuous stationery from dust and damage
- Complete with all the fixings and instructions

## LESS THAN HALF PRICE!

When purchased with a Seikosha printer

NORMAL  
 £99.95  
**£44.95**  
 VAT EXCL. POSTAGE

£44.95  
 VAT EXCL. POSTAGE

**FAST! LOW COST COLOUR**

**24 PIN 240 CPS 80 COLUMN**

**FREE!  
PRINTER  
KIT &  
DELIVERY**



**ON-SITE WARRANTY**

- Seikosha SL-96
- 24 pin - Dot Matrix
- 240cps S/Draft, 84cps LQ
- 42K Printer Buffer
- 2 Scalable Fonts + 8 Bitmap Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360 dpi
- Large Ink Tank - 300ml
- Colour Windows Driver as Standard
- Colour Printing as Standard (Includes Colour Ribbon - Black Ribbon Optional)
- Friction Feed/Push Tractor
- Optional Automatic Cut Sheet Feeder
- FREE Silica Printer Starter Kit

**RSP £249 SAVE £80**

PRINTER RSP £249  
 PRINTER KIT £25  
 TOTAL VALUE £274  
 SAVING £80  
 SILICA PRICE £169

**£169**  
 + VAT = £198.58

**180 CPS ▼ SPECIAL VALUE INKJETS ▼ 30 CPS**



**ON-SITE WARRANTY**

1 yr. On-Site Support

# SOUND LAB

**OctaMED 4 just isn't complete without a sampler plugged into it, but which one should you buy? Tony Horgan emerges from the lab with some answers...**

## PART

# 4

Last month we gave away the brilliant OctaMED 4 music program, along with a stack of samples for you to use. There are even more samples on this month's coverdiscs, but if you want to get the most out of OctaMED, you should start sampling your own sounds. Before starting to do this, however, you'll need a sampler cartridge. There are quite a few to choose from, with prices ranging from around £30 to over £200. Here's a quick guide to the main contenders to help you choose the one that's right for you.

All sampler cartridges come as a combined software and hardware package. The hardware contains the essential analogue-to-digital converter (the part that turns the sound wave into numbers that the computer can read). Just about all samplers plug into the parallel port at the back of the computer, and are compatible across all Amigas. Sound reproduction quality varies from one cartridge to another, but not to a great extent.

## AUDIO ENGINEER PLUS 2

**£159.99 HOBBYTE  
TEL: 0727 856005**

As it is the most expensive 8-bit sampler available, you might expect Audio Engineer Plus 2 to be the best, and it is.

Unlike most other samplers that plug directly into the back of the Amiga, Audio Engineer's hardware has a short connecting ribbon, allowing you to place the unit on top of the Amiga, from where you can easily twiddle the controls on the front panel (users of the "big box" Amigas will find it less accessible). There's a "gain" knob on the

front panel, and a "volume" slider. The back panel has a power switch, a 16-pin DIN socket for the ribbon cable, and a 3.5mm jack for headphones.

The software is a full 8-bit sampler, with a sequencer and a range of effects. It's a bit slow, but it's well worth the price.

The other side of the coin is the software. Now that you have OctaMED, you won't have to use the software that comes with the sampler. Even so, quite often the sampler's software will have extra editing features that you won't find in OctaMED, such as extra effects routines, real time effects processing, sampling into Fast RAM, hard disk recording and so on. So, bring forth the samplers...

## 16 BIT SAMPLERS

OctaMED uses the Amiga's standard 8-bit sampling and playback routines, so you can't use it directly with a 16-bit sampler. However, you could sample your sounds in 16 bits, and convert them to 8 bits. This might sound pointless, but the down-graded samples will sound clearer than if you had just sampled with 8 bits in the first place. The Sunrise ADS16 board, together with the Studio 16 software is the leading 16-bit Amiga sampler. It's a nice system, but it's geared towards creating soundtracks for audio-visual projects, rather than making music. Available from Personal Vision (tel: 071 274 4407) Price: £1,000.

Clarity 16 is a cheaper option at £150, available from Microdeal (tel: 0525 713671). Unlike the Sunrise system, Clarity doesn't sample to a hard drive, choosing instead to play all its samples direct from RAM. The software is very basic, but allows you to trigger up to four samples from an external MIDI source, so long as your Amiga is fast enough. Clarity is probably best used as a sampler for use with a dedicated sample-playback unit,

sampler to give you more control over the incoming sound level.

Sound quality from the cartridge is excellent, with the best frequency response across the sonic range of any 8-bit sampler.

The software too, is second to none. It can sample into Fast RAM, which is very handy, as you can take massive samples in one go, and then chop them up and save them out in more manageable chunks. It doesn't have a massive range of effects, but it's the only sampler to have a time-stretch feature.

Time stretching is when you alter the speed of a sample, without changing the pitch, or vice versa. It's very useful for getting long loops and vocals to fit in a different tempo, when you don't need to alter the tuning. Even if you don't need

that, the software is still the most comprehensive and user-friendly of the lot. However, whether it's worth paying four times as much as you would for a budget sampler is a question worth debating.

## MEGALOSOUND

**£34.95 MICRODEAL  
TEL: 0525 713671**

Now this is a bit more affordable. What's more, it's just about the best 8-bit sampler after Audio Engineer. This cartridge also has a gain control, although it's a tiny slider being rather than a big knob. The cartridge itself is tiny, smaller than a box of Swallow Vaseline. There are no complaints on the sound quality side - everything comes through nice and clearly.

If you want something a bit more expensive here too, The software is loaded with echoes, reverb, filters, sweeping filter distortion effects, tremolo, various effects, smoothing, chorus, EQ filters and all kinds of tacky stuff. There's also a very clever looping feature that automatically finds loops within that sound waveform. You can then record samples direct to hard or floppy disk. The interface doesn't have any pull-down menus, which can be a bit of a pain if you don't know where certain features are, but it's solid. It's hard to fault Megalosound. It's cheap too.

Microdeal, 1000, 0525 713671

## TECHNOSOUND TURBO 2

**£49.99 NEW DIMENSIONS  
TEL: 0291 690933**

Technosound has been around long enough to find its way into the heart of many Amiga users. The cartridge gives acceptable results, although it does introduce a little of its own background noise.

Features are in abundance when it comes to the software. There's hard disk recording, loads of real-time effects, a built-in sequencer and a RAM-scan mode for taking samples left in memory from previously loaded programs. You can also use the MIDI module mode to get your Amiga to act as an outboard MIDI device, to be controlled from a keyboard or a sequencer running on another system. The interface is clumsy, but if you can stand that, Technosound Turbo 2 would make a good buy.

## DSS8 PLUS

**£69 SILICA SYSTEMS  
TEL: 081 309 1111**

A clear plastic case gives DSS8 a frenetic look than the other sub-£100 samplers, but apart from that, it's pretty much business as usual on the hardware side. It can be a bit noisy when used with the accompanying software, but strangely it performs better with third party software.

It's not that heavy on features, but does have a handy tracker, and the interface is easy to use. One unique feature it does have, is the software high frequency filter. If you turn this on before sampling, you end up with a lot less hiss on your sound, which helps it grab very clean bass sounds. It's a bit over-priced for what it is on offer, but does its job well.



AudioMaster IV



# C U A M I G A C L A S S I F I E D S

**PARADISE ISLE**

VAST HARDWARE,  
SOFTWARE AND  
ACCESSORY SUPPLIES AVAILABLE  
FAST  
CD32 SPECTACULAR VOYAGE  
PACK  
ONLY £234.99  
FOR THIS AND HUNDREDS OF OTHER  
SPECIAL OFFERS CONTACT  
PETE AT  
70, STANFORD ROAD, HENBURY  
BRISTOL AVON  
TEL/FAX: 0272 500245

**ARNOLD COMPUTER SUPPLIES**

AUTHORISED ACORN DEALER

AMIGA A600 £195.00  
AMIGA A1200 £295.00

FREE LOCAL DELIVERY (10 MILE RADIUS)

ALL YOUR COMPUTER NEEDS CATERED FOR.  
PLEASE PHONE OR FAX FOR LATEST PRICES  
NOW IN STOCK: BALL, JET INKJET REFILLS  
MANGA VIDEOS NOW IN STOCK.  
PLEASE RING FOR INFORMATION PACK.  
PRICES FROM £10.99.

SARBY VOICE: 0602 264 973,  
11 CARRINGTON ST, ARNOLD, NOTTINGHAM NG17 8G

**AMIGA OWNERS !!**

- Need help with your Amiga?
- Want to meet other Amiga Users?
- Desperate for Advice?

If you are new to the Amiga then contact our user group for all the possible help and advice you will need.

We also offer discounts at the First Computer Centre in Leeds and an action packed monthly disk magazine which includes FULL member input!

Send an S.A.E. for further information to:  
**NORTHERN AMIGA USERS GROUP**

Dept CUS P.O. Box 151, Darlington,  
County Durham, DL3 8YT

**DEMO ZONE**

FOR THE BEST AMIGA DEMOS

Complex Origin AGA (2)	World Of Mongo AGA (4)
Impulse AGA	Snake Rider AGA (2)
Beyond Belief AGA	Ray World AGA (2)
Big Time Sensual AGA (2)	Bionechromed AGA
Sonny Arts	Bodyshop 7 AGA (2)
Mina Friends (2)	Post Of Love AGA
Desert Dreams (2)	Greenstone 1P (2)
Flight 242	Jesus On E's (2)
State Of The Art (2)	Erika AGA
Choral No.5 AGA	

Disks £1.00 each  
Postage 50p per order  
Cheques P.O.'s to J.P. Mahoney,  
8, THE TITHE, WICKFORD ESSEX,  
SS11 2OH

**Amivision Software**  
**Football Statistician**  
PROFESSIONAL

**League results database and analysis utility**

**NEW**

- Store league results
- Analyse results with graphs
- Predict match results (Pools Prediction)
- Follow your favourite teams performance and form
- Store/Analyse any type of league with 2-24 teams (bowling, snooker, darts leagues etc.)
- Numerous statistics and display methods
- Many preferences and options
- Easy to use interface

\* Please make cheques payable to: "S.Renocks"

DEPT CU , 1 CHERRINGTON DRIVE, GREAT WYRLEY, WALSALL, WS6 6NE

**only £14.95!**

**AMIGA SPARES & REPAIRS**

POWER SUPPLY £24.99  
A500/A500+/A600

A520 MODULATOR £24.99  
(Exchange Only)

A500/A500+ REPAIR £37.99  
CHIP P.O.A.

CHEQUES/P.O. To:  
Omnidale Supplies  
8E Rowan Court  
Friargate, Derby DE1 1B4

**FORTRESS**  
**AMIGA PD LIBRARY**  
OVER 12000 DISKS AVAILABLE  
ALL AT 85p INCLUDING P&P  
Send 3x25p stamps for List Disk

Available are FULL SETS of:  
Fred Fish, LSD Legal Tools  
Scope Disks, Assassins Games  
Assassins Utils T/Bag Disks  
PLUS  
Graphics, Music, Slide Shows.  
Games, Clip Art, Fonts, Etc...  
Far Too Many To List Them All

Contact:- FORTRESS P.D.  
26, SPENCER STREET, KEIGHLEY.  
WEST YORKSHIRE. BD21 2BU  
Phone:- (0535) 609263

**"THE BIG 100"**

One hundred - YES! 100  
Different PD Games on 7 Disks

Arcade - Platform - Strategy - Puzzles  
**YOU GET THE LOT!**  
ONLY £6.00  
(inc. Post & Packing)  
Add £1 if you want our latest  
Packed Catalogue Disk

**ASGARD SOFTWARE**  
20, LANGDALE DRIVE  
FLANSHAW, WAKEFIELD  
TEL: 0924 - 363059 (24HRS)

**Amiga - 64 Link**  
£23.50 Inc VAT P&P

Links C64/128 peripherals to the Amiga parallel port. (C64 is required)  
Use your old C64 printer with Amiga (MPS, DPS, Star, Citizen, Sokoban, Broth...) Transfer C64 disk files to the Amiga (BASIC, Easyscript, Sequential, Binary...)

**York Electronic Research**  
The Paddocks, Jockey Lane, Huntingdon,  
YORK, YO3 9NE  
Tel: (0984) 610722  
Fax: (0984) 670063

**TIGERSOFT**  
**A1200 ONLY PD**

PROMO PRICE CATALOGUE  
18 HOME GOLF (2D)  
AGA AIRBALL  
C64 ATTACK  
POLYMORPH  
TETRIS PRO  
AGA JAILHOUSE 4 (HD)  
AGA KLOTHOKS (3D)  
9 FINGERS (2D)  
AGA QUIX (2D)  
VIRTUAL BILLIARD  
PATHOGENIC  
FI-RE  
SHADE RIDER (2D)  
JESUS CHI CHEESE  
A TRIP TO DEEP BASE (2D)

FRED FISH CATALOGUE  
AGA ICONS  
VIRUS CHECKER 2.0  
SYS INFO V2.33  
TEXTPIX  
COMMUNICATOR COLLECTION  
AGA UTILITIES (20)  
VIRUS CHECKER V0.34  
AGA QUIX (2D)  
D COLOR V3.0  
DISKSAVE - 2  
HD PRO 1200P  
WIDEVIEW V2.0  
DATASTATES  
EASY CALC PLUS

ONLY £1 each - plus postage 75p per order  
FREE CATALOGUE DISK and S.A.E.  
94 MURE AVENUE KILMARNOCK KA3 1TT

**50 TOP AMIGA GAMES**  
**FOR ONLY £9.99 POSTPAID!!**  
these games are NOT Public Domain  
or Shareware!

They are ALL 1993 Copyrighted games titles

Adventures, Puzzlers, Platformers, Sports,  
Shoot-em-ups, Beat-em-ups, etc...  
Some of these games are MEGA-HITS

**FUTURE SOFTWARE**  
8, Magnolia Park, Dunmurry, Belfast  
BT17 0DS

**ALL AMIGAS - 1 MEGABYTE MINIMUM**  
Fast Despatch on orders.  
Overseas add £2.00





# GAMES PROGRAMMING WITH BLITZ BASIC 2

Daniel O'Connor

looks at *Blitz Basic's* data structure to find out why it's the games programmer's best friend...

**S**o far all the demo programs we've written have been very basic indeed, consisting of no more than two objects (shapes) moving around the screen. However, whilst this might be enough for a very simple game like Pong or Break Out, it's perhaps a little bit too limiting for most games. Imagine how boring a game like Project X would be if there were only two aliens to kill at any one time!

Keeping track of just one or two of shapes is very easy indeed, but what do you do if your game uses many different objects all of which may appear on the screen simultaneously? Yet they move independently of each other? Using the rather amateurish approach of assigning each object a set of separate variables, keeping track of just four or five objects could be very code intensive! Take a game like Alien Breed, for example. Because the aliens do not move around in fixed movement patterns like a squad of soldiers, each alien needs its own set of parameters which defines where it is on the screen, what it's doing and so on.

Of course the simple solution would be to assign a set of unique variables to each alien: ALIEN1, ALIEN1Y, ALIEN2, ALIEN2Y and so on. Okay, so it would work but you'd soon end up getting completely bogged down in code. What's the solution? Well, ask any games programmer and regardless of their background or the types of game that they write, chances are they'll give you the same answer time and time again – the data structure. Fact is, the data structure is perhaps the most important ingredient in any games programming project and once you've mastered the theory, you'll find that there are very few games that you can't write yourself.

The data structure is one of the powerful aspects of languages such as C and Modula-2 but it's been strangely absent from modern BASIC implementations. Unlike AMOS, Blitz supports true data structures using its powerful 'NEWTYPE' statement. This is a much more powerful facility than the conventional (and rather limited) arrays that AMOS games programmers have to contend with.

## DATA DESTRUCTION

A data structure provides the games programmer with a quick and easy method of grouping together several unique items of data under a single heading – ALIEN, for example. Say you wanted the following items of data to be held on each alien in your Alien Breed beater:

XPOS: the X screen position of the alien

YPOS: the alien's Y screen position



Data structures are very important if you want to write games that have many objects moving around the screen independently of each other.

STATUS: the alien's status. What is the alien doing?

DIR: the alien's direction of movement.

You would therefore create a 'NEWTYPE' structure that held all this information in the form of a data structure. And, in true Blue Peter fashion, here's one I created earlier...

NEWTYPE .alieninfo

  XPOS.w

  YPOS.w

  STATUS.w

  DIR.w

  End NEWTYPE

There's a couple of points worth noting about the above NEWTYPE definition. For starters, note how a full stop precedes the name of the data structure. This is very important as it tells Blitz that this is a definition and not a data structure in its own right. All the NEWTYPE command does is tell Blitz the format of your data structure. It doesn't actually create the data structure itself. Think of it as drawing up a set of blueprints for your data structure.

If you've ever done any form of 68000 assembly language programming then you'll recognise the 'w' symbols after each variable definition. Just like in assembly language, these tags tell Blitz the type of data that the variable will be expected to handle. Blitz supports a number of data types (not to be confused with the data types facility offered by Workbench 3.0), each with their own unique identifying letter.

Here's a quick rundown of the more commonly used data types:

.b = Byte

.w = word (2 bytes, 16 bits)

Player's Ship Data Structure

```
NEWTYPE ship
  XPOS.w   - X Position
  YPOS.w   - Y Position
  SPEED    - Speed
  STATUS   - Ship Status
  FRAME   - Animation Frame
End NEWTYPE
```

Every object in a game has its own data structure that tells Blitz how the object should behave and its current status.

.l = longword (4 bytes, 2 words, 32 bits)

.f = float (floating point number)

Defining a data structure using the NEWTYPE command is only half the battle as it is nothing more than a definition that tells Blitz how to store data. In order to set aside the memory which will be used to hold the actual data, you need to create an array using the 'DIM' statement like so:

DIM alien.alieninfo(50)

This would give you 50 copies of the same data structure and would also automatically set aside the memory necessary to hold all that data in memory. Note, however, the name of the data structure is split into two halves with a full stop separating them. Look carefully and you'll notice that the second half of the data structure definition is the same as the name we used when defining the format of the data structure with the NEWTYPE command. What we're doing is telling Blitz to create an array of data structures called 'alien' using a newtype called 'alieninfo'. Once the array of data structures has been created, we

no longer have to refer to the array using the 'alieninfo' extension – 'alien(n)' would do the job just as well.

Accessing the individual items of data inside a data structure is very simple indeed. All you need to do is to provide *Basic* with what can be best described as a 'pathname' to the variable you're attempting to access. Say, for example, you wanted to write a value of '15' into the *XPOS* variable in the fourth data structure in our array (that's 'alien'(3)) - don't forget that arrays start at element zero and not element one!. You would therefore use the following command:

elife 2013;10:e00729. e-15

The key to all this wonderful variable manipulation is that little forward slash character 'V' that separates the 'alien[3]' bit and the name of the variable itself. Just like in AmigaDOS, this slash character works as a separator to differentiate between the different 'levels' of a data structure.

Also, like AmigaDOS, there is a much easier method of accessing the data within a data structure array than doesn't require you to type in the entire pathname every time you wish to access a variable. You can tell *BzLZ* to change its current directory ("AmigaDOS terms) so that it currently moves inside the data structure. The AmigaDOS command do this would be "CD" but *BzLZ* has its own CD-like command – USEPATH. All you need to do is to pass the command the path name of your data structure and you can then access your variables directly. Going back to our earlier example, you could therefore do the same job with the following lines of code...

ANSWER-KEY-123

10

It's worth noting that despite the fact that we've used the 'USEPATH' command to lock on to the data structure that we're interested in, Blitz still insists that we put a forward slash character before any variables within the data structure. Although it can make your code look rather confusing, you'll soon get used to this idea.

## **CHAIN LETTERS**

Using an array to group together lots of data structures of the same format is all very well if you know that every data structure 'element' in the array will be used. If, on the other hand, only a couple of the array elements are ever in use at one time, scanning through the entire array every time you wish to update your aliens (or whatever) is wasting precious processor time. A much faster method is to take advantage of Blitz Basic's 'linked lists'.

Anyone who has studied computer science should feel at home with the linked list. For the benefit of those of you without HND's though, a linked list is a complex array that provides instant access to the elements within an array that are actually used. What's more, they need to run in memory (like a conventional array) - Blitz Basic automatically handles an "index" that points to the next used element within the linked list. So what? I hear you ask. Well, linked lists are very useful in games programming as they allow you to write routines that process only those elements within an array that are actually in use. Say, for example, you had an array that handled aliens. If the array handled a maximum of 100 aliens but only three aliens were actually on the screen, there would be very little use in searching the other 97 empty array elements. You could theoretically do this with a conventional array, but Blitz's linked lists do all the work for you.

In order to create a linked list, all you have to do is to use the `Dim List` command rather than the `Dim` command when you first create your array. This tells Blitz that the array should be a linked list rather than a conventional sequential array. Unlike a conventional array, you should never access an individual array element unless you know exactly what you're doing. Instead, you should use the commands that Blitz offers that allow you to move back and forth through the structure of the linked list. Check out the box below for a complete rundown of the commands on offer. [\(2\)](#)

LINKED LISTS

**RESETLIST:** Goes to the very first element in the linked list. Even if there aren't any items in the array, this command must be called.

**CLEARLIST:** Empties the specified array.

**CLEARCLIST:** Deletes the specified array.  
**ADDFIRST:** Allows you to insert data into a data structure which is then treated as the first element in the linked list. This causes all other elements to be 'bumped' forward by one.  
**ADDLAST:** Allows you to insert data into a data structure which is then tacked onto the

**ADDITEM:** Allows you to insert a new list element at the end of the linked list.

**KILLITEM:** Kill the current linked list element.  
**PREVITEM/NEXTITEM:** Move back and forth

**FIRSTITEM/LASTITEM:** Jump directly to the first or last elements in the linked list.

first or last elements in the linked list.

```

D *** Look up table, data structures and maths demo
D *** By Daniel O'Connor for CU Beagle

HEXTYPE .ballinfo
Z-W          | *** Ball X position
POS-W       | *** Position in look up table
End HEXTYPE

HEXTYPE .lookuptable
3-W          | *** 3 co-ordinate
End HEXTYPE

Dim BRILL.ballinfo(5) : *** 5 data structures for ball
Dim TABLE.lookuptable(360) : *** Define look up table

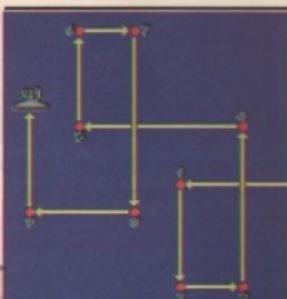
HEIGHT = 68 : *** Height of sine wave
WIDTH = 128 : *** Width of Wave
POSITION = 128 : *** Position of centre of wave

*** Generate look up table co-ordinates...
For e=0 To 1 Step 0.0025
  DEPTH = TABLE(e)
  DEPTH = Int(Sin((e*2*pi)*HEIGHT)+POSITION)
Next e

*** Set up ball data structures

```

Line 1      Column 1      Largest New (OK) -2047  
One of the most powerful aspects of the Blitz language is its 'NEWTYPE' facility which allows you to use true C-like data structures



Most games that use complex movement patterns for computer-controlled objects use what games programmers call 'look up tables'. A look up table contains a list of co-ordinates

**GET THE LOOK**

If you're writing an arcade shoot 'em up game along the lines of *Project X* or *Bilbo's Money Tree*, one of the most important aspects of the game design is the attack patterns used by the marauding aliens that fly across the screen to attack the player's ship.

Most amateur games programmed stick with the simplistic 'straight line' pattern that moves your aliens from one side of the screen to the other with little or no variation in their flight pattern. Although this can be effective if the screen is hectic enough, just about any game's player worth their salt will be able to beat your game just by moving their ship to the right position.

A far more interesting and more challenging method of controlling groups of aliens is to use 'movement paths' or 'attack patterns' as they are also known. A movement path defines what directions a shape (or a group of shapes) must travel to get from its start position to the point where it leaves the screen (if it gets that far). For more complex patterns involving many changes in the direction and even the speed of a shape, game programmers use what is commonly known as a 'look up table'.

Although the name may sound very grand, look up tables are a very simple programming principle. A look up table contains a list of coordinates that defines the path of an object as a series of steps. How many steps you have in the look up table defines the complexity of the object's movement path. For example, if you have just two steps in the path, the object would appear, move once and then disappear - hardly any animation.

The data in a look up table consists of sets of co-ordinates that define what programmes call 'delta' moves. Delta moves are nothing more than relative values that define where an object should move relative to its last position. If, for example, an alien was positioned at 100, 200 and the delta co-ordinates were 10, -20, the alien would move to 90, 180. How do you store these delta co-ordinates in a look up table, but most games programmers write a utility which allows them to play movement patterns which are then saved on to disk as co-ordinates. Alternatively, you can write your program in such a way that the values held in the look up table are generated at

# BACKCHAT

**Roll up your sleeves, get pen to paper and look intellectual. Tony Dillon enjoys a good argument or a chat.**

## LETTER OF THE MONTH

### NO MOTION

So Commodore have finally announced that they are going to release the CD-ROM drive for the A1200. Surprise, surprise there is no FMV card in it. Is this the same drive that they've been developing for the last year? The one that they weren't going to release because they couldn't fit an FMV card in it? Or is it a completely new drive? That would explain the fact that it isn't going to be released until September, an irritating long time considering the number of people who, like myself, bought an A1200 with the definite intent of upgrading as soon as the then-proposed drive became available. WHY IS IT TAKING SO LONG?

Okay, so the drive won't be able to hold an FMV card. So what? I can't see any situation where full motion video would be any use, except for watching films, and my VCR fits that purpose quite respectfully at the moment. Perhaps Commodore think that FMV-only games are going to be the way forward. Quite why I don't know, as the PC CD-ROM market has had MPEG for a while now, and there is no sign of any true-colour only games. Even companies like Sales Curve, who are developing FMV games, are developing 256 colour versions at the same time.

The reason? Only a few people actually have FMV on their machines at the moment. Anyone who released for that small market would not make money, so software houses have to play to the lowest common denominator. I'm just a games player, and this has been apparent to me for quite some time. Why has it taken so long for Commodore to get it?

Denise Reddy, Liss.

I agree with you totally as regards the FMV-only side, however, there will be FMV games appearing, although they won't be exclusive. The whole software world is turning to FMV at the moment, and there is the chance that one day it will become as standard as a low resolution 32 colour screen is now, so you can't blame Commodore for wanting to be on the wagon, can you?

### GO FASTER STRIPES

I read with interest T.S. Nielsen's letter in the April issue of CU AMIGA concerning the rumoured existence of an accelerator for the A600.

Well, does it exist or doesn't it? Your magazine is supposed to be up to date with the latest in Amiga news, so I would have thought that you would be in a position to find out and inform your readers about it in their best interests. I suspect that it's not in Commodore's best interests as it will stop people looking out for an A1200. Frankly I could care less about Commodore and their financial problems as I am one of the many who bought an A600 when it was being marketed as the replacement for the A500.

I have seen the extra 1Mb up the trapdoor, the 4MB in the PCMCIA slot and an 85Mb hard disk. I could really use an accelerator, more memory and Maths co-processor but I'm not going to spend £299 on an A1200 just to be able to add it. Who cares about A600 chips? Their new display modes aren't genlockable anyway.

I think a fair example of Commodore's marketing and sales ability is the fact that they allowed 1084S monitors to go out of stock over the Christmas period. I wanted to get one but couldn't, so in the end I bought a Mitsubishi Multisync with a 28 pitch that can display the output (with an adapter from Trilogic) from almost any computer and very sharp it is too! I wonder how many other sales Commodore lost because of their ineptitude.

Okay, so we all know that Commodore doesn't really care about what happens to their customers but we don't have to accept it. We don't have to play their game. Perhaps if third-party manufacturers knew how many A600's were sold (and still are) it might make them consider that a range of products for this machine are still a viable commercial enterprise.

So to Mr. Pleasance I say, service your existing client base and stop warbling on about how wonderful the CD32 is – or lose future repeat business. You need to deal with existing problems before going out and creating a whole lot more!

I look forward to hearing from manufacturers concerning new products for the A600.

Alan Paterson, Aldershot.

Andy Leaning answers: Firstly let me assure you that Commodore do care! But as is often the case some things are beyond their control,

the monitor problem was just such an instance. To answer your question about A600 peripherals I spoke to the several of the leading Amiga developers: GVP, Power, Amitek, etc.

As I write this none of them are planning an A600 accelerator. The reasons given were all the same: lack of demand. None of these major developers believe A600 owners want an accelerator and therefore have no plans to produce one.

The root of the problem is that Commodore did such a good job on pricing the A1200. As you point out the A1200 is only £299 – a good accelerator for the A600 would start at around £150 and rise to about £250 with extra RAM. Most developers feel that average users won't want to spend £199 on an A600, and then another £200 (total £399) on an accelerator when they could buy a A1200 for £299 which would have the same power!

But it's not all bed news! Amitek, Power and GVP would consider changing their position if they thought there was demand. So if you want an accelerator for your A600 write to and tell them, the CU AMIGA team would also be interested, drop us a line letting us know why you think an there should be an A600 accelerator and what you would like in it! Remember, it's in your hands!

### MARK UPS

In reply to Alison Clerk's reply (April) to my letter (March), she is totally missing the point. What I was saying was that the music industry charges reasonable (!!!) amounts for its goods making only a 500% profit (!!!) whereas the software industry is making a 2000% profit on its goods.

I know we are all being ripped off left right and centre, but maybe a bit more by the software houses than anyone else.

50p for a can of coke! Ee by eck lass, yer want me to move up there. It's only 35p a can up 'ere, by gum lass!

P. Clague, Wirral.

35p! With savings like that, how can you be concerned with software industry price inflation? But Coke is getting cheaper here in the south too. All you've got to do is go to France!

# TEAM TALK:

**What sort of Carry On is this? Asked publisher Mike Frey, after catching the entire team playing doctors and nurses on the fourth floor of EMAP Towers. And he was right to ask the question...**

### ALAN DYKES

"Carry On Amigo" said Alan, doing his damnest to imitate someone's name he can't

remember from the infamous Carry On movies. "If I keep wagging my stick in front of the screen like this, something's bound to happen!" (ho, ho). Very sad. But it gets worse.



### USA COLLINS

Attempts to persuade Lisa to imitate Barbara Windsor failed miserably: "Carry On movies are degrading and sexist," said Lisa from her soap box. "They are the product of low intelligence and filthy minds." Pshawwww – Lisa's lovely when she's mad.



## IMPRESSIVE SKIDS

Just a couple of days I bought Skidmarks for my A500 and was completely amazed by the quality of the game. It just shows how the Amiga 500 can still trash any Jap crap console when it comes to playable, smooth running and graphically amazing games. Many of my friends have Sega Mega Drives and claim that the Amiga would never be able to have a game as good as Sonic The Hedgehog 2, but why we want a game which to complete you just need to wedge the joystick right and select autofire.

I am also the proud owner of a CD32 and have recently bought Microcosm for it, and was also amazed by it. I am now waiting for the SX1 expansion module and keyboard which may one day emerge so that I can play Skidmarks with AGA cars.

It is good to see that software manufacturers are putting the playability before graphics, unlike on the consoles. I hope Acid Software will bring out some games for the CD32 and it is also nice to see that the price for CD32 games has stuck around the £25-£30 mark (unlike the Mega-CD) and the CD is now just being used for CD soundtrack padding, but used to its full potential. Long live the Amiga and as the Commodore poster says: "To be this good will take Sega apes."

P.S. Tony D. should win an Oscar for Click. R. Frost, Wakefield.

We always welcome positive letters, and yours is one of the most positive we've come across in a long time. It's a shame you had to bring Click up though, as Tony ran screaming from the room as soon as someone mentioned it.

## HONEST POLICY

I must thank you for the first honest review of *Labyrinth of Time* for the CD32. Yes the graphics are stunning but the game itself is so boring! You wander around for hours doing very little except getting stuck occasionally. When you do find an object to pick up or use it is usually required way over in another area of the game and you spend the next 20 minutes trying to get back there to see if it really does do the job.

As for the surreal maze, you can stick that in your basket of oranges. It's pretty and weird, but so annoying. This is the one place you need the automapping, and it doesn't work!

I would also like to thank you for being the only magazine to point out the worry I had. Every review spoke only of superb CD32 stuff – none of them mentioned that the box said the game would run on a box standard A500 or CDTV. I kept thinking I had been ripped off and had the wrong version!

Steve Calkin, Canvey Island.

Everyone knows that CU AMIGA are an honest bunch. We like to pride ourselves on accurate reviews, viewed from the gamers point of view, instead of technical or industry viewpoints.

## TONY DILLON

The Sid James of computer games was on top form at the ECTS, legging it around the show with his hair down, grabbing everything he could get his hands on (oooo-err). "I do like to keep myself abreast of the latest software" said Tony (ha, ha, giggle, giggle, yuk, yuk).



## ANDY LEANING

This innuendo master of the technical world, our Andy wasn't holding anything back this month (ho, ho!). "What do you get if you put a piece of software down the front of your trousers and some hardware down the back?". "Underwear!" said he (giggle).



By GARY LARSON

## THE FAR SIDE



"And notice, gentlemen, the faster I go, the more Simmons sounds like a motorboat."

## RAMBLING FREE

It's been quite a while since I've felt compelled to write to a computer magazine but a friend (Mr I Fereday) and I have spent the last few years contemplating life, the universe and everything. Not so long ago we came upon that hallowed subject of the computer games industry. We reminisced on years gone by, those heady days when the Commodore 64 ruled the computer world. Oh how we would sit and wait nine or ten minutes for the games to load. It was in those early days that we learned patience. Games were aplenty and you would never go short, some of the better games costing only two pounds.

But that's all in the past and now we have moved onto bigger, brighter and better machines. There's just one large difference between the older machines and the new, apart from the obvious, and that's the competition that used to run between companies to make better games. It seems that there are only a couple of international corporations (with hedgehog and plumber fetishes) that chum put mediocre games dressed up with pretty graphics and sound and sell because of the media hype rather than creating hardcore, kick ass playable games (eg Cannon Fodder, Alien Breed). It seems that one company's idea, no matter how good or bad, is copied and decorated with different graphics. After all what difference is there between Street Fighter (1, 2, & Turbo editions), Mortal Kombat and Body Blow when they are all stripped down to the bare bones. Some people might argue that it's the extras that make the game, but those different extras cost, and can leave you feeling cheated and broke at the end of

## TONY HORGAN

"Ooooso, noooooo," said Tony, who spent most of last month in bed (yuk, yuk). "The lids of March are nigh," Yes Tony, only, you're about three months out of date. "Ooooso, never!" he continued, getting one line closer to a reprimand (nooo) by the minute.



## JOHN KENNEDY

The star performer (well, well!) of Amiga Q+A was outraged this month: "You sonny devils, you'll get it down the front of your, ooooooooh!" he said as his glassless steamed up. "You saucy devils!" he exclaimed as the food fight continued.



**CU**

# AMIGA

## SUBSCRIBE TO CU AMIGA NOW & RECEIVE A BRUCE SMITH BOOK WORTH UP TO £21.95!

**CU AMIGA** is the magazine for comprehensive coverage of software and hardware for the A500, A500+, A600, A1200 and CD32. Your subscription guarantees you the latest news and honest reviews, in-depth features and tutorials plus the best coverdisk software, utilities and game demos available... allowing you to sort out what's best from the rest.

### Bruce Smith Books

**Subscription offer only £49.99!**

Receive either *Mastering Amiga Beginners* or *Mastering AmigaDOS 3 Tutorial* from top Amiga Book publishers, Bruce Smith Books.

#### MASTERING AMIGA BEGINNERS

The ideal introduction to computing with your Amiga. You'll find the step-by-step explanations easy to understand and you'll soon be confidently carrying out essential procedures such as formatting disks, copying files, setting preferences and working from a shell window.

From word processing to programming, including paint programs, database and spreadsheets, the second part of this book introduces you to the wider world of Amiga computing. It explains what you can do and how to go about choosing software and hardware for you requirements. Take control of your Amiga. The subjects covered in this book include:



**WORKBENCH FAMILIARITY, PREFERENCES, UTILITIES AND TOOLS, BEGINNER'S AMIGADOS, GETTING YOUR PRINTER TO WORK, FONTS, GRAPHICS, DESKTOP VIDEO, COMMS, MUSIC & SOUND, UPGRADING, PUBLIC DOMAIN, PCS, VIRUSES, INTRODUCTION TO PROGRAMMING** RRP £19.95

#### MASTERING AMIGADOS 3 TUTORIAL

Mastering AmigaDOS 3 Tutorial is the complete introduction to AmigaDOS; designed to help the beginner become an expert. Chapter summaries and a Workbench/AmigaDOS primer are among a number of new features designed to make this subject accessible to the novice user.

From formating a disk to writing scripts, using pipes and multi-tasking, over 400 pages span every aspect of the Amiga's operation. This book is packed with useful DOS one-liners and programs. The current version is completely updated for DOS 3.0 on the Amiga A1200 and 4000. RRP £21.95



TO ORDER, SIMPLY COMPLETE THE FORM PROVIDED, ENCLOSE PAYMENT IF APPLICABLE, AND SEND TO: TOWER PUBLISHING, TOWER HOUSE, LATHKILL ST, MARKET HARborough, LE16 9EF. ALTERNATIVELY CALL OUR CREDIT CARD HOTLINE ON 0858 468888 QUOTING APPROPRIATE SOURCE CODE AND OFFER CODE.

### SUBSCRIBE NOW!

- Guarantee your personal copy of CU AMIGA with pre-views, reviews, advice and the best cover disks.
- Get the next 12 issues of CU AMIGA delivered to your door at no extra cost and before it's available in the shops!
- Choose from one of these fantastic offers:

**Alternatively, get 12 issues for the discounted price of £39.99 and save over £7.00 on the cost RRP of 12 issues of CU AMIGA!**

**IMPORTANT:** Bruce Smith Books offer and discounted offer available to UK residents only.

#### CU AMIGA SUBSCRIPTION ORDER FORM

Please tick as appropriate:

RATES - 12 issues including postage.

UK ONLY:

- £39.99 12 issues only. Offer code A1A
  - £49.99 Please send me (tick 1 box):  Mastering Amiga Dos 3. Offer code 1B  Mastering Amiga Beginners. Offer code A1C
- (Above offers only available to UK residents only.)

EUROPE/ROW:

- £66.00 SURFACE ROW  £66.00 EUROPE / EIRE AIRMAIL
- £96.50 ROW ZONE 1 & ZONE 2 AIRMAIL

METHOD OF PAYMENT:

- Cheque / Postal Order / International Money Order made payable to EMAP IMAGES LTD.
- Access / Visa

expiry date \_\_\_\_\_ (Mastercard, Diners Club, Amex, American Express also accepted)

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Postcode: \_\_\_\_\_ Telephone: \_\_\_\_\_

Send this form to: Tower Publishing, Tower House, Sovereign Park, Lathkill St, Market Harborough, LE16 9EF. Please allow 28 days from receipt of order for delivery. Your subscription should start from the next available issue unless otherwise specified. Bruce Smith Book offer subject to availability.

Tick here if you do not wish to receive any direct mail that EMAP Images Ltd. feels may be of interest to you.

**CU**

# AMIGA NEXT MONTH

"Hi, I'm Tony Dillon  
and this is the CD32.

*Next month I'll show  
you some pictures  
of Cyberwar  
on it and  
you'll  
probably  
faint  
with  
excitement."*



## GAMES GALORE.

**Valhalla** - Oh my god! Just when you thought a cute adventure was impossible!

**Robinson's Requiem** - If you're ever likely to get stranded on a desert island you'd be well advised to read next month's review.



Robinson's Requiem - coming soon.

**Ishar 3** - the sequel to the sequel. If you're going to spend any money on software this summer don't miss CU AMIGA!

## PLUS: FOOTBALL MANIA CONTINUES!

## GETTING SERIOUS...

Following this month's top cover disk, Video-tracker, and our Graphics and Video feature we've got some top new products lined up including Video Creator, GVP's Time Base Corrector and the DPS PAR card. We also hope to bring you an exclusive review of a brand new graphics package. Plus: they've done it, they've upgraded Wordworth 3.0 to 3.0a. Will it make the grade? All this and more!

CU AMIGA reserves the right to change features if the products are not sent to us on time.

**CU AMIGA July 1994. Coming to a shop near you.  
Don't miss it!**

# CAN YOU BELIEVE THE HYPE?

**After years of experimentation CD technology is about to take off, with four major players on the console starting blocks. But, with the industry's past track record in delivering the goods on time, Steve Keen asks if it will ever become a reality.**

**O**h yes, the future is almost here! (to coin a certain lower-selling magazine's phrase). Remember CDTV? How can you forget it. That sleek black box was touted by Commodore as being the future of game technology and, to a small extent, Commodore was right; I still use mine to check out the latest FD disk and play the odd audio CD. Over the last few years Commodore has passed eight different pieces of hardware under our noses; only to have them discontinued or replaced, often as little as six months after initial release. So what sort of future can we expect for its newest 'marvel', the CD32?

## BACK IN TIME

Although the CD32 was released nine months ago it's only at this stage that quality games are finally beginning to trickle through. Liberation has won over many, but with the announcement of the new £249 Spectacular Voyage Pack, including six games of Chaos Engine, Wing Commander and MicroMongol, things are looking better. What's taken so long to program games that really show off the machine's capabilities though? Well, it takes any new machine time to establish itself and for programmers to get used to the hardware. However, since the CD32 is basically enhanced Amiga technology with a CD drive strapped on, this is not much of an excuse (although trying to fill up 650Mb might be).



such hits as Terminator 2, Nintendo have been raving about Project Reality to the press for months, but so far nothing more than a short demo has appeared and that's only on Silicon Graphics' £250,000 development machine, the Onyx Reality Engine 2. Rumour has it that the Project Reality machine itself won't see the light of day for another two years.

Maybe this will be the year that Commodore's arch nemesis, Atari, will break back into the home console market. Not so long ago Atari single-handedly ruled the home market with its phenomenally successful VCS2600 console and having tried its hand at the hype market before, this time it's gone for a more reserved approach with the 64-bit Jaguar console. Instead of trying to blind punters with buzz words and fantastic claims of performance Atari have been attempting to wow programmers and software publishers first. This approach seems to have paid off because out of all the new systems due for release, people in the know are tipping the Jaguar most likely to succeed. However, even though launch is only two months away, there are only a handful of games even remotely close to completion, and several of those are tired old shoot 'em ups and conversions. To make matters worse the CD add-on for the console has been cruelly dubbed 'the toilet' by the industry, due to its resemblance to an Armitage Shanks flip top model. Hardly a prized purchase.

## BIG BOYS' TOYS

Out of all the new machines that will emerge over the coming year only one has really caught everyone's imagination - Sony's PS-X. This CD based phenomenon has caused a stir throughout the industry, with tales and screen shots of better than arcade quality graphics and come-up perfect conversions of multi-thousand pound machines, such as Daytona Racing. However, all these wonders are still months or years away and launch dates can prove notoriously slippery.

So what can Commodore offer with its CD32? Well, for a start it's here now! And with the new value pack it hardly costs an arm and a leg. Software support is strong too - there are over 80 games already available for the machine. But most of all, the CD32 has a new FMV cartridge, allowing movies and the like to be played from compact disks. Every one of the 5000 advanced units has already been sold.

CD32 is still in there and you can be sure that

## UP TO SPEED

However, the market is rapidly changing, and more companies than ever are poised to pounce on the high street punter with their own, all singing, all dancing machines.

3DO, the much hyped company set up by former Electronic Arts bigwig, Trip Hawkins, has been pushing its latest technology, licensed by Sanyo and Panasonic, hard. Early last year 3DO promised fantastic quality graphics and gameplay on a CD based machine due for UK release in April this year. But that date has already slipped twice: first to May and now to September. Even worse than that, rumours of machines released before Christmas in America suggest that the software keeps crashing due to problems with the CD drive. In the UK computer trade paper, CTW, 3DO admitted to being 'overambitious'.

Japanese giants Sega didn't escape being tarnished with the over-hyped brush either. Now poised to reach new heights of hype with its future console, the Saturn, and wonder add-on the Mars, it wasn't too many moons ago that Sega was pushing the rather less than awesome Mega CD. Supposed to revolutionise game playing, the Mega CD has far from delivered the goods. Initially claimed to have a maximum disc accessing time of 0.5 seconds,

the last game I clocked one it sported gaps of more than half a minute between plays! And does anyone remember the Sega home virtual reality unit? No? Well that's because it never materialised! Least said the better.

As for Nintendo, its new machine hardly exists on paper, let alone as a concrete development. The optimistically-titled Project Reality couldn't be much further from fruition. It's a long term project between Nintendo and Silicon Graphics, the computer graphics and film specialists behind

Commodore are not going to give up on this. Hardware manufacturers' hype machines will continue to come and go, Commodore's, no doubt, included. There's always something better on the horizon. But it's important to remember that some horizons are closer than others - at least with Commodore and the CD32 it's not something where over the rainbow.

Steve Keen is a journalist and commentator who writes material for computer and home entertainment magazines as well as for the television show *Bad Influence*.

CU AMIGA would like to stress that opinions voiced on this page do not necessarily reflect those of the magazine.



Rarely will you find a device so highly acclaimed as the Vidi series. A range of products designed to suit both your budget and requirement.

To offer you complete peace of mind, each and every model is upgradeable to the next. So if you move towards a more professional application, your digitiser can progress with you.

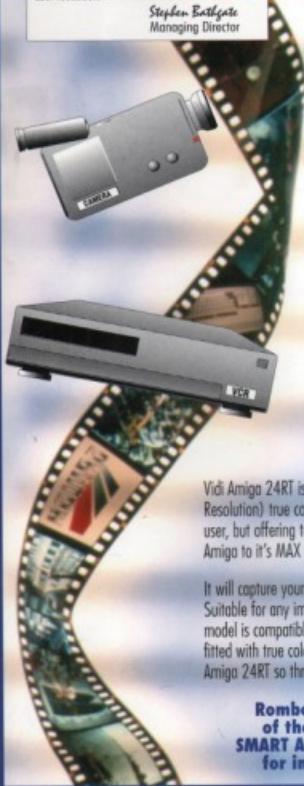
No longer are you faced with an out of date product that doesn't fulfill your needs. Its all very well me blowing my trumpet, but what do the journalists think of the Vidi Range ?

After purchase we welcome your comments, its our policy to listen.

In fact the Vidi range was designed by user feedback.



**Stephen Barthate**  
Managing Director



# What the press said...

**Mat Brofield CU...** Value for Money, "no other digitiser comes close."

"At £199 I think that Vidi 12 RT is the cheapest real-time 24-bit digitiser in the world, it's the only one for Amiga, that doesn't need a big box machine such as the A1500 or 3000."

**Alan Puzev AMIGA USER INT...** "What can I say ? Between £200 and £300 for an excellent 24-bit real time frame grabber that you can slip in your pocket and take anywhere: it's guaranteed to break the ice at parties when you slip it out and extol its virtues."

**MU...** "Sorry Rombo, but I'm not going to give it more than the 98% I gave the Vidi-Amiga 12; where would your incentive to produce yet a better machine go then ?"

The Vidi-Amiga is one of the greatest graphics products to appear on your favourite computer... it's obviously going to be one of the really top Amiga products of 1994."



JULY  
1994



AU  
AWARDED  
98%  
FEBRUARY  
1994



SEPTEMBER  
1994



AMIGA  
MANUAL  
AWARDED  
98%  
MAY  
1995



**£99.95**



**£199**



JANUARY  
1994



FEB  
1995



JANUARY  
1994



JANUARY  
1995

## The Vidi Range

Vidi Amiga 12 is our entry level digitiser. Perfect for someone who's getting involved in video capture for the first time. This model captures mono pictures in real-time, colour in less than a second.

Software includes an Animation Workstation and powerful Image Processing grabs pictures in 4096 colours and 16 greyscales. Comprehensive file support includes BMP, Tiff, IFF, ANIM etc. Fully compatible with all Amiga's.

Vidi Amiga 12 RT is the perfect Multimedia video tool for A1200 users. Offering real-time colour image capture in all Amiga modes including 24-bit.

Fully compatible with all Amiga's, 2 meg or above. Images can be grabbed in 16.7 million colours or 256 greyscales from any video source (TV, Video, Satellite etc.) Connect Vidi to your camcorder and you have one of the most powerful scanning devices available.

Vidi Amiga 24RT is our most powerful real-time digitiser. Producing SHR (Super High Resolution) true colour images at beyond broadcast quality. Designed for the normal user, but offering truly professional results. For the person who wishes to push his Amiga to it's MAX !

It will capture your imagination, bringing photorealistic images to your screen. Suitable for any image related multimedia, picture scanning application. Although this model is compatible with all Amiga's it is best used on AGA machines or Amiga's fitted with true colour display cards. Most of this advert has been produced using Vidi Amiga 24RT so throw away your scanner !

**Rombo, winners  
of the coveted  
SMART AWARDS 1 & 2  
for innovation**



**Further information and  
details on how to order  
Call: 0506 466601**

Full working program disk and manual available for £29  
also includes FREE image disk.

Rombo, Kirkton Campus, Livingston, SCOTLAND, EH 54 7AZ.

# Huge Savings from



WH SMITH



SAVE

£14.99

R.R.P. £24.99

Lemmings 1 - Amiga

£19.99

R.R.P. £34.99

Lemmings 1 - PC

£29.99

R.R.P. £55.99

Lemmings 1+2 - Amiga  
In one pack

SAVE

£34.99

R.R.P. £54.99

Lemmings 1+2 - PC  
In one pack



WH SMITH

Available in larger Boots Stores and  
main W H Smith computer games stockists

Other Lemmings packs available

